70P Every Thursday

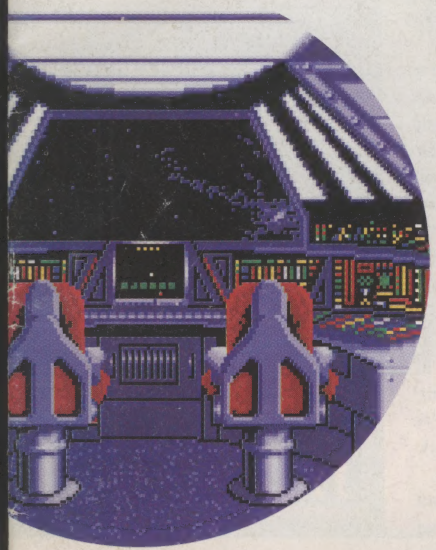
YOUR WEEKLY LOOK AT COMPUTER AND CONSOLE GAMES

GAMES-X

3rd – 9th Oct '91

Issue 24

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...



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ELVIRA

Elvira is due to bounce back onto our game screens, this time in an arcade romp. In *Elvira 'The Arcade Game'*, the horror queen in question has been condemned to complete a mission in a place of great peril. Elvira finds herself in a land of dragons, beasts and monsters who chase her with ravenous appetites.

As you guide her through this perilous land she ends up in Hell – not a place for nice, innocent girls, so it's just as well this is Elvira. After more close shaves and near misses, your shapely protégé arrives in Arctic Earth.

She is well equipped... ahem, with various weaponry and can wield spells like nobody's business. Occasionally, there are times when the comely crusader can trade her wares... ooh lummy! The game is in the final stages of development and is due for release in November on PC, Amiga and Commodore 64.

SNAP CRACKLE & POP

Video-game giant Sega has now signed up with cereal manufacturers Kellogs to bring you a special offer on the back of **Rice Crispies** boxes. The promotion will appear on over 15 million packs of the cereal and breakfast freaks will have the chance to win one of 2000 Mastersystem II games consoles. Additionly, by collecting eight special tokens, munchers can send off for a Super Hero Sega Zapper, a pocket-sized zapper making eight different all-action sounds.

BE A TV STAR!

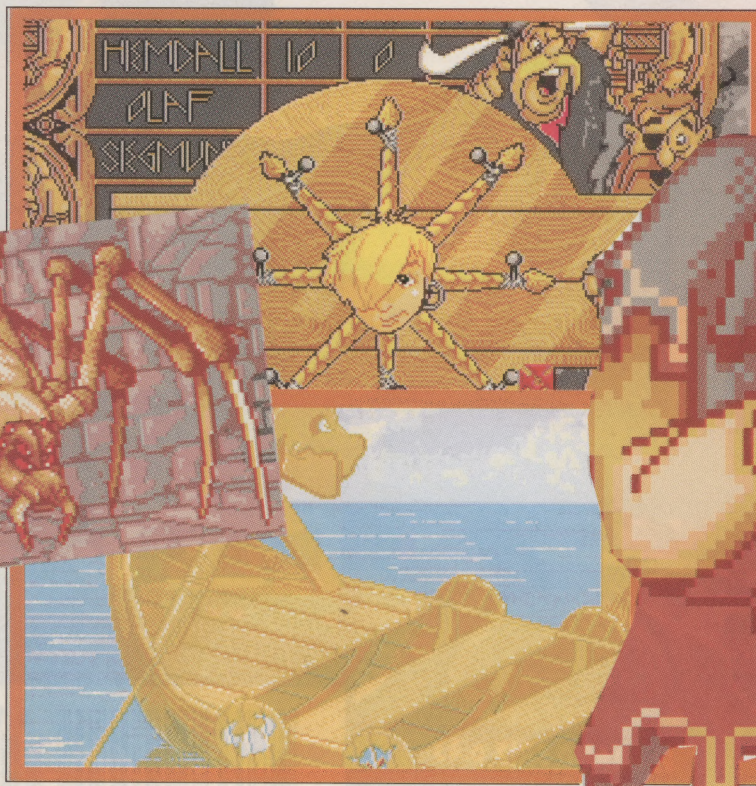
December 31st will herald the appearance of a brand-new TV quiz show. **Gamesmaster** will be a 10 part series dedicated to home computer games. The programme will cover all aspects of the games' scene including new game reviews and previews, charts, hints, cheats and advice.

Gamesmaster are looking for some 30 contestants to enter a gladiatorial challenge. If you've got what it takes to be a top games player and want to appear on prime-time TV, write to: Hewland International, GAMESMASTER competition, 1 Indescon Court, Millharbour, London E14 9TN.

Entrants should include a recent photograph, background details and game achievements (supported by photographic evidence where possible). Any *Games-X* readers who appear on the programme will win a T-shirt!

FLOOR 13

Billed as a game of espionage and scandal in the corridors of power, **Floor 13** puts you in control of an oppressive government that can and will use any means possible to keep tabs on its citizens. This controversial thriller/strategy game, inspired by actual events, is being developed by PSI who did Conflict and it is to released by Virgin in mid-October for the PC, with the ST and Amiga versions in early '92.



HEIMDAL

November will herald one of Core's most ambitious releases to date. *Heimdal* is the story of a Norse god reborn in the shape of a human. His task is to recover three of his fellow god's weapons before the titanic battle of good and evil. Old Heimdal has to perform a number of tricky tasks before he can retrieve the goodies. Recruiting a band of mere mortals, he has to hop between islands solving all manner of problems.

However, before attempting his mission, Heimdal must face tests of both strength and endurance. In one particularly gory scene Heimdal must face drunken axe-throwers as they attempt to cut his hair. Should the drunks miss there follows a really nasty sequence.

Heimdal is being programmed by Core with animation being done be ex-Sullivan Bluth artist, Jerr O'Carroll. Due for release on November, Heimdal will appear first on the Amiga.

ABANDONED PLACES

Electronic Zoo is to publish its first ever adventure role-playing game, *Abandoned Places*. The puzzle element and atmospherics will certainly appeal to experienced adventurers, while an easy-to-use icon system which is similar, but improved, to Dungeon Master, will allow fringe RPG fans to enjoy the adventure.

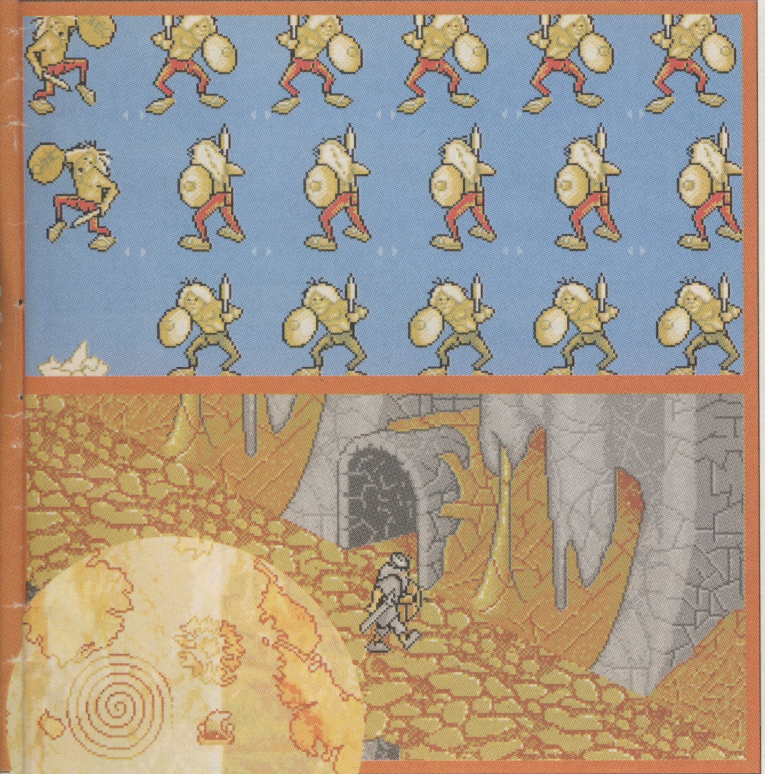
Abandoned Places features an inner and outer world to explore. The former venue is very DM, while the surface is presented in an ingenious 3D world where you can go into buildings to investigate. There are over 70 different spells to cast and 12 massive dungeons to explore. Presentation is excellent with over an hour of original music.

Abandoned Places will be available for Amiga, ST and PC at Christmas.

HOVERSPRINT 3D

Known for its cutesy arcade games, Codemasters has never been one for experimenting in game design. So it's news indeed that the company is to publish a 3D vector graphics game at Christmas. It's a sort of futuristic Hard Drivin' imaginatively dubbed **Hover Sprint 3D.**

An interesting intro sequence shows your DeLorean-style vehicle and then it is mile after mile of vector graphic bends and straights. The game comes into its own with a two-player mode, courtesy of a midi-port link up. The game will be released on Amiga and ST in December.



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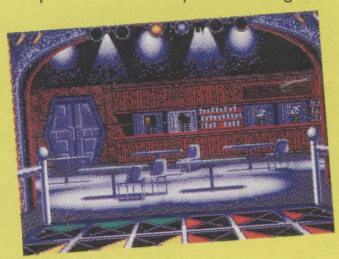

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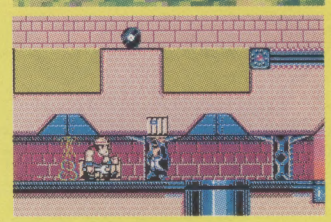

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They're back on a mission. Those two cool dudes bring their sunglasses to a computer screen near to you, care of Titus.

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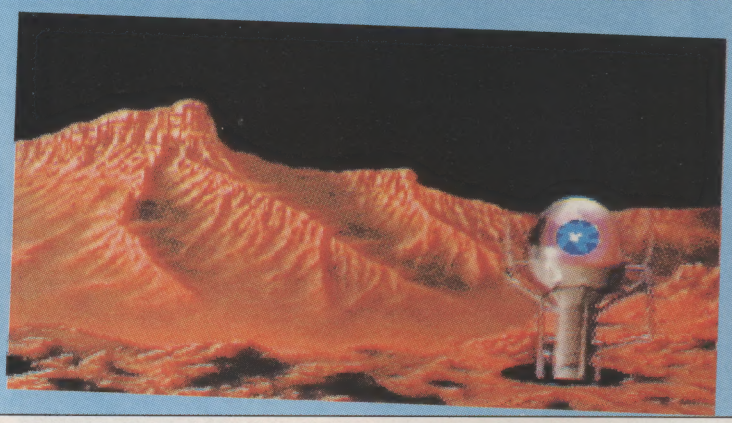


MARTIAN MEMORANDUM

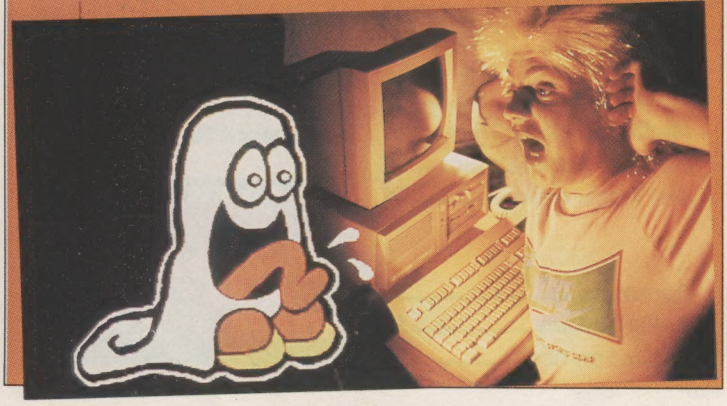
Remember Tex Murphy? The hard-hitting cop from San Francisco? Tex first came into the public eye when he appeared in Access's Mean Streets. Now he's back in a brand-new action-packed adventure. *Martian Memorandum* reaches new heights in entertainment and humour. Tex faces murder, deception, sex and prophecy as he investigates the mystery of the Martian Memorandum.

What he discovers will take him from San Francisco to the farthest reaches of man's expansion in the year 2039. Due for release on the PC and later on the Amiga, the Martian Memorandum is a must for action-adventure fans everywhere. Keep your eyes peeled for *Games-X's* exclusive review next week!

TITANIC BLINKY

The second in the Blinky series, *Titanic Blinky*, is an arcade adventure featuring the eponymous spook, a motley crew of marauding creatures and a very large slice of Black Forest Gateau with a cherry on top. Zeppelin games is due to release Titanic Blinky in October on the ST and Amiga, and late November on the 8-bit machines.

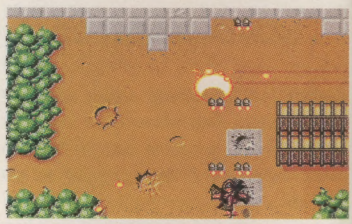
The game sees the infamous Titanic having been raised from the seabed. Unfortunately the ship is jam-packed with ghoulies and ghosties of all kinds and it's up you get rid of them. Available at the budget price of £7.99 for 16-bit versions and £3.99 for 8-bit versions, Titanic Blinky should surface soon.



VIOLATOR

Programmer Charles Skilbeck is revered in the industry for his skill in producing smooth and fast scrolling, along with massive sprites. This is evident in his current project, Violator.

To be released in December by Codemasters, **Violator** is a heavy-duty bomb and dodge arcade game, vertically scrolling across a never ending landscape. Your view is from the bomb-sight, with the objective of blasting the landscape to kingdom come and dodging the hordes of enemy interceptors.



DIZZY

Codemasters' compilations traditionally sell like the proverbial hot cakes around Christmas, and this year it's ready with a new 8-bit offering.

To be released in November, the collection includes *Dizzy, Slightly Magic, CJ the Elephant, Spike in Transalvania* and the character pipped to take over from Dizzy, *Seymore in Hollywood*. You can get all of these for the reasonable price of £9.99 on 8-bit. Codemasters is also trying its luck in the 16-bit market with a Dizzy collection which features *Dizzy, Fast Food, Treasure Island, Fantasy World* and *Magic Land*. These are also to be released in November.

Violator is hardly breaking new ground, but the formula has always been a popular one. Available on Amiga and ST.

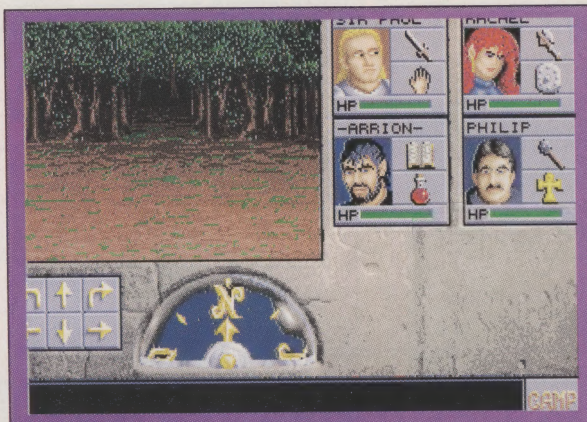
EXCALIBUR SEQUEL

Here is the sequel to Secret of Excalibur where you are once again plunged into Arthurian England in this RPG and combat combo. Your quest to defeat Shadowmaster.

Vengeance of Excalibur contains hundreds of villages, cities and castles to explore, in search for the King who has been kidnapped by the afore-mentioned evil doer. The RPG is packed with a huge array of icons, status information, maps and so on.

In this graphically opulent game, you can zoom down to scene level to search, talk and trade. In contrast to the puzzle solving and searching for the King, there's combat with broadswords which brings you out in a sweat.

Release is scheduled for November on Amiga, ST and PC. Meanwhile, the prequel, Spirit of Excalibur, is being developed on CDTV.



LEGEND OF DARKMOON

We've already brought you the latest news on the follow-up to SSI's hit adventure, Eye of the Beholder. Now, *Games-X* can exclusively bring you screen shots of the new game. *The Legend of Darkmoon* will appear on the PC around November time, with the Amiga version due to arrive in January 92. The game sees your party venturing on from the elven dungeons, exploring new territories.

Unlike other adventure games of this ilk, Legend of Darkmoon features a wide range of different locations ranging from woods and palace corridors to dank cellars. Guaranteed to keep you busy for months on end, the Legend of Darkmoon will be here soon.

COMPUTER ADVENTURE IN A WORLD OF MAGIC CONTINUES...

HEROQUEST

RETURN OF THE WITCH LORD

ADDITIONAL QUESTS FOR THE No.1 GAME HEROQUEST

The Witch Lord has returned to the fallen city of Kalos and now sits on the throne watching the Plains of Death, seeing anyone who dares approach. You must make the journey to Kalos and search out the Witch Lord or the Empire could fall to his evil minions.

Available now on: Amiga, Atari ST/STE and Amstrad, Spectrum and Commodore 64 cassette and disk.

This is not a game in itself. A copy of HeroQuest is needed to play Return Of The Witch Lord

Spectrum, Amstrad, CBM64/128 Cassette £5.99

Spectrum, Amstrad, CBM64/128 Disk £7.99

Atari ST, Amiga £14.99

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.

GREMLIN

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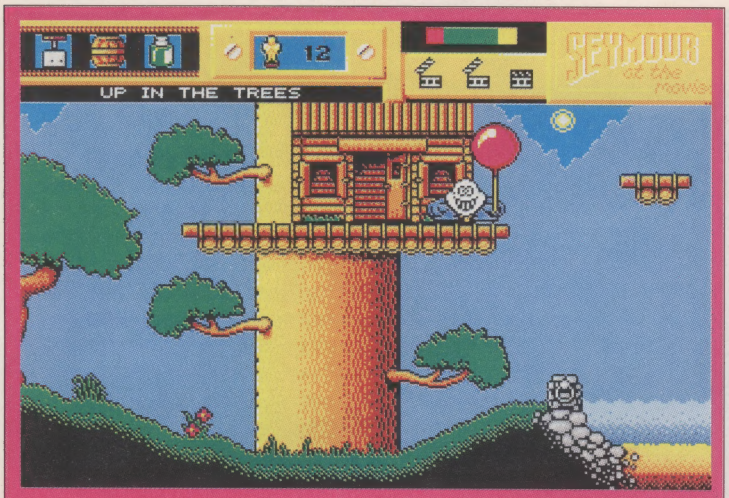

SEYMORE

Looking remarkably like a turnip with legs, *Seymore* is being billed as Codemasters' new cute star. If you can identify with the afore-mentioned character, then you'll be pleased to hear that he's going to be starring in a new adventure with trendy environmentally friendly missions.

The game sees you chasing around, trying to rid the world of Toxic Barrels. It will be available on 8-bit sometime in November.

NIGEL MANSELL

Gremlin look set to add to it's growing range of driving games next year. The Sheffield-based company has been looking for a Formula One licence for some time and has finally decided British is best. The company has at last gained the rights to produce a *Nigel Mansell* driving game. The project should appear next year and will include a whole host of mega features, although whether there'll be an option to let your wheels fall off in the pit-lane is still undecided. Gremlin's Nigel Mansell game will definitely be one to watch.

MIRROR IMAGE

Two top Mirrorsoft games are due to appear on the company's budget label, Mirror Image, this October. Strategy and adventure fans will have the chance to get their hands on **Bloodwych** and **Austerlitz** for the ridiculously cheap price of £9.99.

CLOSURE...

Gameplay UK the home entertainment club has been forced to close due to a major distribution problem. Recently the company has advertised in *Games-X*, but don't worry if you have sent any money to Gameplay because all monies have been returned. If you replied to the advert and have not received your refund write with full details to: Gameplay UK, 223 London Road, Headington, Oxford.

The company is sorry for any inconvenience and disappointment it has caused and will inform all its members of details of its relaunch, as and when these become available.

Another company has been trading as Gameplay UK for a number of years. This company, which is still trading, is in no way connected to the company which has closed and to clarify the situation when the entertainment club returns it will be renamed Gamepower UK.

WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released – i.e. you will be able to buy them – during the next seven days...

Product	House	Team	Format	Price	Date
1st Division Manager	CodeMasters	In House	Amstrad, Spectrum	£3.99	8/10/91
201: The Sorcerer's Appliance	Accolade	Legend Ent	PC Dual	£39.99	9/10/91
Chase HQ	Hit Squad	Ocean	ST, Amiga	£7.99	9/10/91
CJ in the USA	CodeMasters	David Clarke	Spectrum, C64ST, Amiga	£3.99 £7.99	8/10/91
Elvira II Jaws of Cerberus	Accolade	In House	PC Dual	£39.99	9/10/91
Fantasy World Dizzy	CodeMasters	Big Red	ST, Amiga	£7.99	8/10/91
Grand Prix Unlimited	Accolade	In House	PC Dual	£39.99	9/10/91
Gunship 2000	Microprose	In House	PC	£39.99	11/10/91
Head over Heals	Hit Squad	Jon Ritman,	ST, Amiga	£7.99	9/10/91
Heroes of the Lance	Kixx	In House	Spectrum, Amstrad, C64	£3.99	10/10/91
Les Manley in lost in LA	Accolade	In House	PC Dual	£39.99	9/10/91
Pro Boxing	CodeMasters	In House	ST, Amiga	£7.99	8/10/91
Turrican	Kixx	Rainbow Arts	Spectrum, Amstrad, C64	£3.99	10/10/91
Voyager	Hit Squad	In House	ST, Amiga	£7.99	9/10/91

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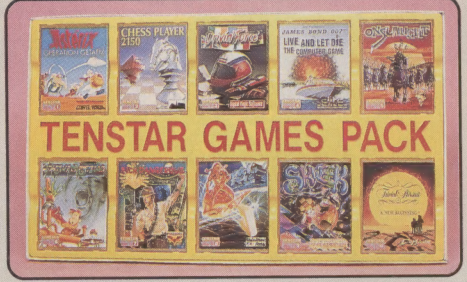

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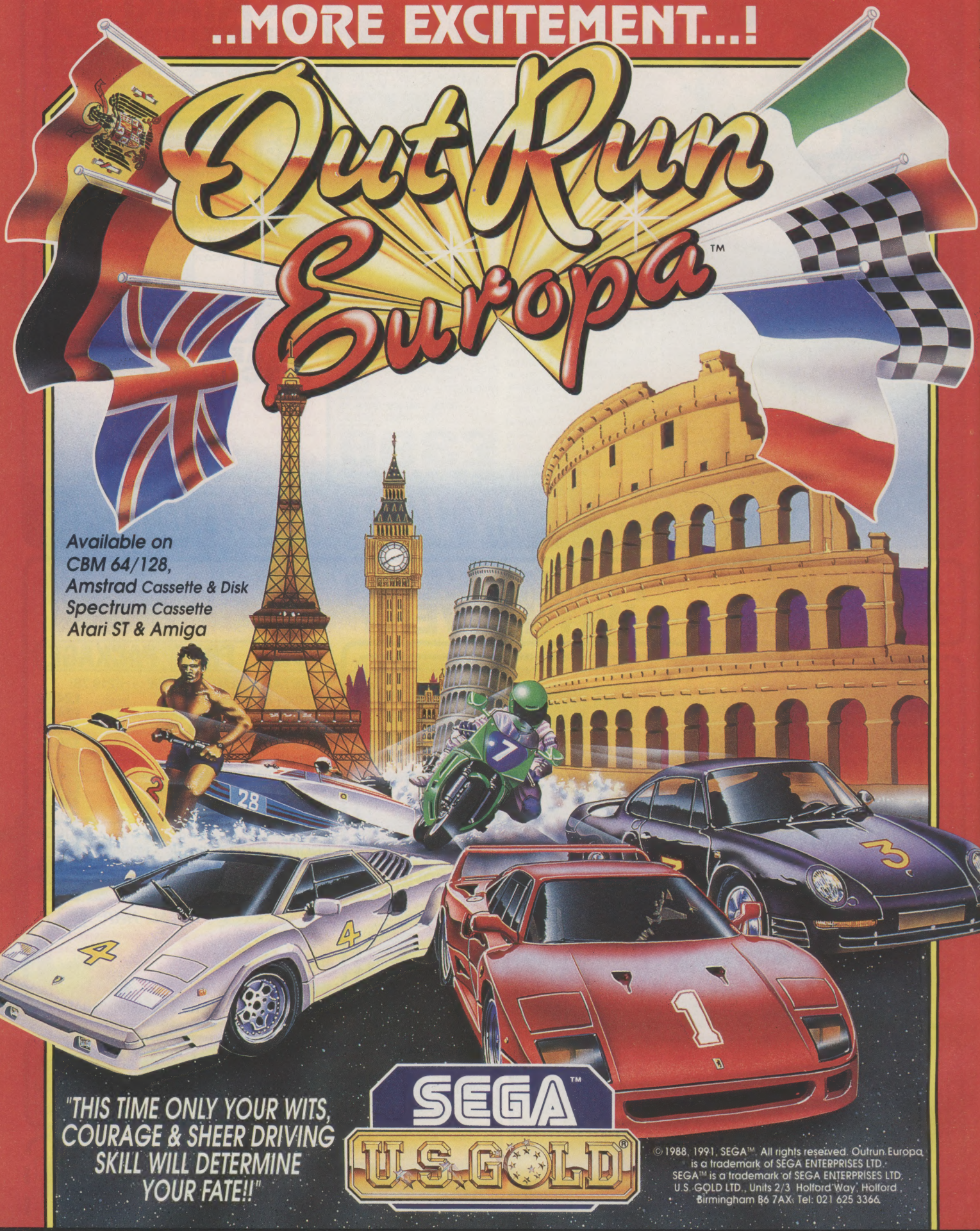

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ALL FORMATS

1	★	JIMMY WHITE'S WHIRLWIND SNOOKER	House: VIRGIN Team: ARCHER MACLEAN
2	▼	MANCHESTER UNITED EUROPE	House: KRISALIS Team: P HARRAP
3	▲	THUNDERHAWK	House: CORE DESIGN Team: MARK AVORY
4	▼	RAINBOW COLLECTION	House: OCEAN Team: VARIOUS
5	▲	RODLAND	House: STORM Team: SALES CURVE
6	▼	DIZZY COLLECTION	House: CODEMASTERS Team: OLIVER TWINS
7	★	SILENT SERVICE 2	House: MICROPROSE Team: MPS LABS
8	▲	MONKEY ISLAND	House: LUCASFILM Team: IN HOUSE
9	▼	CRUISE FOR A CORPSE	House: US GOLD Team: DELPHINE
10	◆	HEROQUEST	House: GREMLIN Team: 221B
11	▲	TEENAGE MUTANT HERO TURTLES	House: IMAGEWORKS Team: PROBE
12	▼	F15 STRIKE EAGLE 2	House: MICROPROSE Team: MPS LABS
13	R	LEMMINGS	House: PSYGNOSIS Team: DMA DESIGN
14	R	GREMLINS 2	House: ELITE Team: TOPO SOFT
15	▼	PGA TOUR GOLF	House: ELECTRONIC ARTS Team: LEE ACTOR
16	◆	BIG BOX	House: BEAU JOLLY Team: VARIOUS
17	R	F16 COMBAT PILOT	House: DIGITAL INTEGRATION Team: DI
18	R	FUN SCHOOL 3 (OVER 7)	House: EUROPRESS SOFTWARE Team: IN HOUSE
19	R	FLIGHT OF THE INTRUDER	House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
20	▼	KICK OFF 2	House: ANCO Team: DINO DINI

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2	◆	THUNDERHAWK	House: CORE DESIGN Team: MARK AVORY
3	★	SILENT SERVICE 2	House: MICROPROSE Team: MPS LABS
4	▼	CRUISE FOR A CORPSE	House: US GOLD Team: DELPHINE
5	▲	MONKEY ISLAND	House: LUCASFILM Team: IN HOUSE
6	▼	PGA TOUR GOLF	House: ELECTRONIC ARTS Team: LEE ACTOR
7	▼	MANCHESTER UNITED EUROPE	House: KRISALIS Team: P HARRAP
8	▼	RODLAND	House: STORM Team: SALES CURVE
9	▲	RAINBOW COLLECTION	House: OCEAN Team: VARIOUS
10	▼	F15 STRIKE EAGLE 2	House: MICROPROSE Team: MPS LABS

ATARI ST

1	★	JIMMY WHITE'S WHIRLWIND SNOOKER	House: VIRGIN Team: ARCHER MACLEAN
2	▼	FLIGHT OF THE INTRUDER	House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
3	R	BACK TO THE FUTURE 3	House: IMAGEWORKS Team: PROBE
4	★	THUNDERHAWK	House: CORE DESIGN Team: MARK AVORY
5	▼	MANCHESTER UNITED EUROPE	House: KRISALIS Team: P HARRAP
6	R	RAILROAD TYCOON	House: MICROPROSE Team: MPS LABS
7	▲	GODS	House: RENEGADE Team: BITMAP BROTHERS
8	▼	F15 STRIKE EAGLE 2	House: MICROPROSE Team: MPS LABS
9	▼	RAINBOW COLLECTION	House: OCEAN Team: VARIOUS
10	R	STRIKER MANAGER	House: D&H GAMES Team: IN HOUSE

BUDGET

1	◆	NEW ZEALAND STORY	House: HIT SQUAD Team: CHOICE
2	▲	BUBBLE BOBBLE	House: HIT SQUAD Team: SOFTWARE CREATIONS
3	▼	BATMAN – THE MOVIE	House: HIT SQUAD Team: OCEAN
4	▼	SHINOBI	House: MASTERTRONIC Team: BINARY DESIGN
5	★	INDIANA JONES – LAST CRUSADE	House: KIXX Team: TIERTEX
6	▼	CABAL	House: HIT SQUAD Team: SPECIAL FX
7	R	DRAGON NINJA	House: HIT SQUAD Team: OCEAN FRANCE
8	R	DIZZY PANIC	House: CODEMASTERS Team: OLIVER TWINS
9	◆	DOUBLE DRAGON	House: MASTERTRONIC Team: BINARY DESIGN
10	▼	MOONWALKER	House: KIXX Team: IN HOUSE

IBM PC

1	◆	WING COMMANDER 2	House: MINDSCAPE Team: ORIGIN
2	R	LINKS	House: US GOLD Team: SSI
3	R	SIM EARTH	House: OCEAN Team: MAXIS
4	★	FUN SCHOOL 3 (UNDER 6)	House: EUROPRESS SOFTWARE Team: IN HOUSE
5	★	VIRTUAL REALITY 1	House: ELITE Team: VARIOUS
6	R	LEMMINGS	House: PSYGNOSIS Team: DMA DESIGN
7	R	JETFIGHTER 2	House: US GOLD Team: BOB DINNERMAN
8	R	CASTLES	House: ELECTRONIC ARTS Team: INTERPLAY
9	▼	DAILY DOUBLE	House: CDS Team: IN HOUSE
10	★	TEST DRIVE 3	House: ACCOLADE Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover
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COMPO X

UP AND DOWN UNDER

As you run onto the pitch, remember your coach's clichés – take no prisoners and make the first tackle count, it's dog eat dog out there so keep it tight for the first few minutes and then ship it wide...

A competition which combines cricket, Aussie Rules Football and Rugby in one mega sporting teaser. The game, World Class Rugby from Audiogenic; the prize, tickets to a top Australian Rules Football match; the venue, The Oval.

Blood and sweat, but absolutely no tears. Rugby and the brutal Rugby/football hybrid Australian Rules must be the roughest team contact sports in the world. The launch of Audiogenic's excellent rugby simulation, World Class Rugby, is announced with a great prize that no serious rugger fan should miss.

OOP COME CARLING

Audiogenic is making the realm of sport simulation its own and World Class Rugby is set to reinforce this. Exclusive to *Games-X*, you could win tickets to see two of Oz's top league Australian Rules teams play. In addition, the first name out of the kitbag with the correct answers to the competition will also win a personally-signed copy of England Rugby captain Will Carling's biography.

Furthermore, five runners-up with the correct answers will win an authentic international Rugby shirt from a choice of England, Australia, Wales, Ireland and Scotland.

THE QUESTIONS

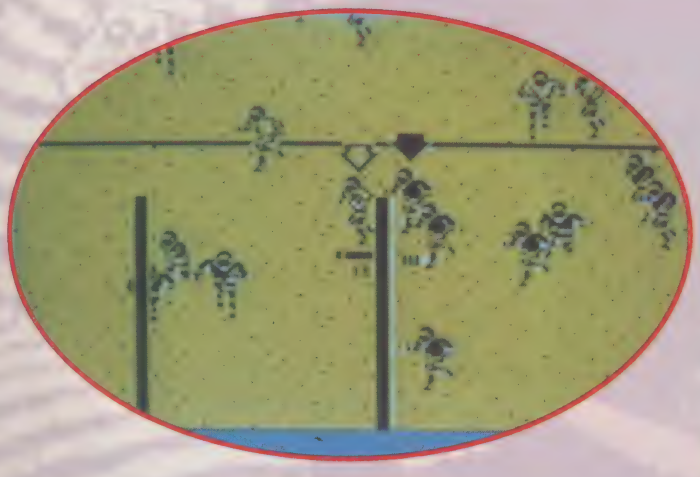
A **On the field, how many players are there in a Rugby League side?**

B **In Rugby Union, how many points are scored through a conversion?**

C **Valiant ex-England Rugby captain Bill Beaumont is now regularly seen in a TV sports quiz, which one?**

D **What is the nickname of the New Zealand national side?**

Answers in by October 9th – the match is on Oct 13th.



With 56 seconds gone it's still 0-0, but with England in possession anything could happen, and probably will... watch for today's result in the World Cup and see if you can do better at home!

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B .....

C .....

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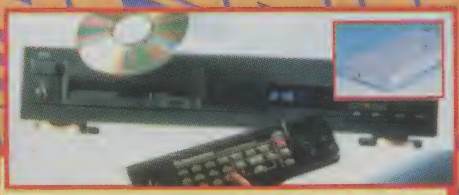

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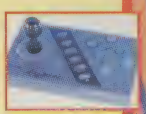

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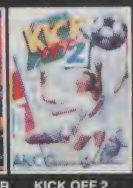

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DEADLINE

MASTERTRONIC
£10.99 16-BIT

Infocom interactive fiction text adventures were once the very best in computer games. There was a time when everyone who owned a home computer had one of their games!

Well now, thanks to Mastertronic, you can enjoy these wonderful titles for a very cheap price.

Deadline pits you, the chief of detectives, against a 12 hour time-limit in a classic style murder mystery.

A wealthy industrialist has died of a drug overdose and you've been called in to determine whether it's suicide or murder. To learn whodunnit you must sift through a myriad of clues, puzzles and motives which will point to the killer.

The puzzles are all highly complex and the quality of the text with which you are presented is absolutely wonderful. Type in practically anything you want to and the highly advanced Infocom parser will understand you.

If you like murder mysteries and you don't mind a complete lack of graphics you could do far worse.

X-RATING: XXXX

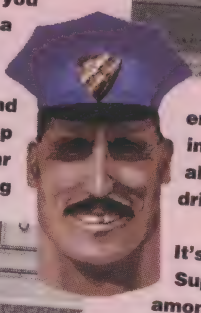
MIAMI CHASE

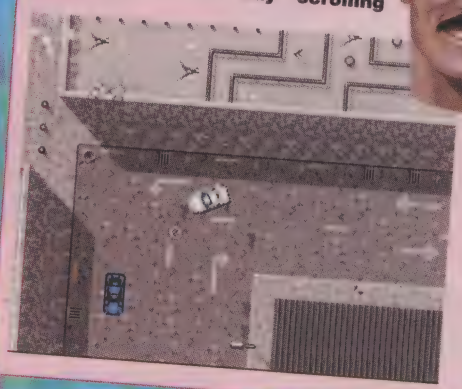
CODEMASTERS
£7.99 16-BIT
£3.99 C64, SPECTRUM, AMSTRAD

Ever fancied yourself as a bit of a Don Johnson type, zooming around Miami in a Lambourghini chasing and shooting bad guys?

Well, in this new release you take on the role of Lt Ferrari, a cool dude narcotics cop with a big car and a bad attitude.

Your job as the brave and hunky Lieutenant is to clean up the city by driving your flash car around the four way scrolling environment, shooting the bad guys in their red Ferraris. Of course as we all know, red Ferraris are only ever driven by meanies!





Miami Chase is quite a giggle. It's very much in the spirit of Supercars and the more malicious among you will doubtless love blowing the bad guys to smithereens.

Between levels you can equip your cop mobile with all the necessary add-ons until it is an awesome mean machine.

Overall this is very good, the graphics are great, the sound and music are of a high quality and it's immensely playable.

X-RATING: XXXX)

MOONWALKER

KIXX
£7.99 16-BIT
£3.99 C64, SPECTRUM, AMSTRAD

The man in the tight trousers and the squeaky voice is back! Everybody shout AAOW!

In this game of the quite undeniably abysmal film you must guide the great squeaky one, trying to defeat the evil minions of the dastardly Mr Big.

Transform the man in the white suit into a gleaming silver robot and break the drug ring centred on the deadly gang boss. Move around the multi-directional scrolling mazes and platform filled levels trying to avoid your fans while trying to locate all manner of objects.

Graphically this is really quite awful and although the music boasts samples from the BAD album they are badly (no pun intended) executed and poorly looped together.

Playability rates only slightly above zero and if you add these factors together you get a quite terrible game. Keep your hard-earned cash where it belongs – in your pockets!

X-RATING: XX

TURBO OUT RUN

KIXX
£7.99 16-BIT
£3.99 C64, SPECTRUM, AMSTRAD

The home computer 3D racing game comes in one of two different types. There are the brilliant ones like Lotus and Pole Position and then there are the really awful ones like Turbo Out Run.

Basically all you have to do is drive your Ferrari F40 through all kinds of different landscapes avoiding other vehicles in a race against the clock.

Unfortunately it is unbearably slow and sluggish. Add to this some quite dire graphics and abysmal sound and what you end up with is something horrifically unplayable and it isn't even saved by any decent presentation.

I know it's only a cheapy but save your money! There are much better games than this available!

X-RATING: X

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

There's not much to tell about FUNGUS. What can you say about a man who likes a game played by men with odd shaped balls? The growth on his lower lip is coming along nicely. However, we'd like to know why it doesn't join with his tash.

NICK 'scoop' Clarkson has become very friendly with Grobble the gnome. We're not sure if his new found bulk leads to him resembling one of these diminutive chunky chappies or whether he just wants a tip for his roses.

Our beloved leader PAM has, according to reliable sources, developed a habit of collecting shopping trolleys and traffic bollards. We're not sure of the exact reason for this, but fortunately it only occurs on Friday/Saturday nights...

This is the accolade given to those games of exceptional quality and which the *Games-X* reviewers feel deserve extra recognition

PC IBM PC **Out in October £25.99**

Which formats are available, followed by a comparative evaluation, the price and the release date.

THE BLUES

At the entrance of the concert hall where you are due for a performance. They aren't making things easy for you by letting you in

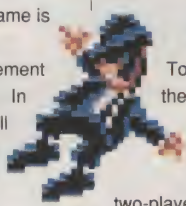
On the rooftop of a later level with Jake and Elwood in the two-player game

They're back. The Blues Brothers, Jake and Elwood, have had their band's instruments stolen. Naturally, Elwood's harmonica is safe because it is locked in a briefcase handcuffed to his wrist. However, you have a concert to perform tonight, and so the aim of the game is to recover these stolen artifacts.

The Illinois law enforcement community isn't of much help. In fact, it wants you out of town full stop, and if it finds the lost instruments it'll probably throw them on a fire.

After Jake has strangled the bass player, you start by doing a spot of window shopping as you look for your missing items. One of these is found in each level, and you need to have collected them all in order to enter the next stage of your quest.

The items you require are the guitar, microphone, amplifier, and a concert poster and permit. You may then move on to the bright lights of the big stage to strut your funky stuff.



SWEET HOME CHICAGO

To start the game, you are offered the opportunity of playing either Jake the fat man, or Elwood the scrawny, brainless brother. You also have the option of a two-player game with both brothers. This is as chaotic as the real thing, and a nightmare to handle.

There are some subtle differences between the Belushi and Ackroyd figures; Jake holds his hat when he

Climbing over a fence, avoiding your everyday missile. It's an easy life as a Blues Brother, don't you think?

BROTHERS

leaps and also waddles along the screen, whereas Elwood is much more lanky and bandy-legged.

Music is based on the original soundtrack of the film and is extremely well executed in full stereo. Adding atmosphere, it also removes some spot sounds which are rather sparsely scattered in relation to your actions.

Control is via the keyboard or joystick and a really keen joystick is needed to accurately control one of the brothers because you have to have all your wits about you while going along.

THE HEAT IS ON

A range of nasties wait to attack you, varying from the obligatory policemen, through to crazy kids, animals, and 'the Blob Boys'. I can't remember Elwood dodging the latter, but I suppose you could put that down to artistic licence.

The Blues Brothers is based on the two characters rather than the film itself. Although this may come as a let-down to some fans out there, it does, nevertheless, have its plus marks.

Titus, who produced the game, hasn't been tied to the distinctive plot of the film which, in many cases, has been shown to ruin a potential great hit.

Once you have collected all five artifacts, it is time to get to the theatre and try to get on stage. Once there, you can do what the Blues Brothers do best, and then it's game over.

Standing in the spotlight you can sing away to your heart's content, bop in a sweat drenched frenzy, and give yourself a pat on the back.

Here at Games-X, we're on a mission from God as we bring you an exclusive review of The Blues Brothers. So, if you're 106 miles from Chicago with a full tank of gas, half a packet of cigarettes, it's dark, and you're wearing sun-glasses, you'll know when to hit it!

Elwood getting a sore bum bouncing down a rooftop!

FACT FILE

Software House: Palace Software
Development Team: Titus, France

Amiga

The Blues Brothers is one heck of an addictive game. Basically, it is one of your common or garden variety platform game romps with that added sparkle of graphics, sound, and fast action.

Graphically, it is fast, colourful and super smooth. Both brothers have their own individual gait and dance moves, even Jake's belly wobbles when dashing along.

The Blues Brothers has four of the most toe tapping music scores of any home computer game, all well-known from the original movie soundtrack.

The sound effects have been forced to take a back seat to compensate for this, but the overall atmospheric effect is terrific.

Battling as one of the brothers ain't too easy, since you can't simply fight with arms and legs ablaze. You have to pick up the scattered boxes and throw them at the nasties. You've also got to be extremely accurate in your movements because the game doesn't tolerate slackness.

The baddies range from a granny on the rampage in a shopping trolley, to blob monsters, and all are simply unintelligent. This isn't a minus point, cos you need to know where they'll stop for pinpoint accuracy in jumping.

The two-player game is a touch too chaotic for my liking, but it brings all the thrills and enjoyment of the film into a computer game form, and does it very well indeed. Definitely Titus' most impressive product to date.

£25.99 OUT OCTOBER

Atari ST

The ST version will have the same crisp, colourful and clear graphics as the Amiga version. However, the sound and musical effects which give so much atmosphere won't compare favourably at all, although they will, of course, be just as clear and respectable.

£25.99 OUT OCTOBER

PC IBM PC

With a decent sound card, this is arguably one of the better versions. The Blues Brothers was originally produced on a PC so you ought to expect the best. You'd be hard pushed to find a better platform game.

£25.99 OUT OCTOBER

X-RATING: XXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 18/20

FACT FILE

Software House: Domark
Development Team: Teque
Progrmmer: Peter Jefferies
Graphic Artist: Richard Browne
Sound: Matt Furniss

Amiga

As a conversion, Pit-fighter is fairly close to the original. The game plays in the same way as its arcade predecessor and runs at approximately the same speed.

Graphically, it is slightly worse. The perspective remains the same and outside the main game the digitized pictures look OK, but in the game, the sprites are jerky and fairly blocky.

Sound-wise, it is above average with punching and kicking effects, despite being coupled with a monotonous tune in the background.

This will only appeal to fans of the arcade version. Why Domark would have this as its big Christmas release is beyond me!

£25.99 OUT NOVEMBER

Atari ST

The ST version is pretty much the same as the A500, only the sprites move a bit slower and jerk a little more. The sound is obviously worse but still of an average standard for the ST chip. Game-wise, you can expect it to be the same as the Amiga.

£25.99 OUT NOVEMBER

Sinclair ZX Spectrum

Surprisingly, the graphics aren't two colour monochrome. The sprites appear in just one colour and are fairly large on screen. Gameplay is identical to the 16-bit machine.

£11.99 OUT NOVEMBER

X-RATING: XX)

Gameplay: 8/20
Lastability: 10/20
Presentation: 10/20

Every screen has been retained from the arcade version, including the pretty pointless show off-screens. Here we see Ty flexing his biceps for the general public

In a two-player contest you each get your own opponent to fight against. Should you finish first, you are given the choice of helping out your friend or standing and watching from afar

After each successful fight you are given great wads of cash to add to your total. A fork-lift truck lifts you high so that the adoring crowd may see you

PIT-FIGHTER

Illegal fighting with no rules except that your opponent must die? Sounds like the type of thing you'd like to watch in a film, doesn't it? Domark's contender for the Christmas top slot takes us into the world of this so-called sport...

Pit-fighting is the world's most illegal sport. Atari saw the potential of making such a game and produced the smash hit coin-op machine that most of you probably know.

You play one of three formidable competitors, Ty, Kato or Buzz. They have their own characteristics and special moves to surprise the opposing fighters.

Ty is a kick boxer, a sort of Jean Claude Van Damme. He is extremely agile and can perform all his moves very quickly indeed.

FANCY DRESS PARADE

Kato is a black belt in karate, capable of doing the impressive flip-kick on his foes, and finally there's the ex-wrestler Buzz, who can perform all the moves that fans know so well; the pile driver and head-butt to name but two of them.

Each fight is a one-to-one scrap to the death. The opponents all look as though they belong in a low budget X-rated movie, as they adorn themselves in such fetching garments as leather studded belts and chains. They match your power in a fight, forcing you to go all out to emerge victorious.

Fortunately, the variety of moves is not all you have as a form of defence. Lying around the playing area are plenty of items which you can pick up and use. These range from wooden poles to hulking great motorbikes, all capable of inflicting grievous damage on your enemies.

This wouldn't have been a very striking beat'em-up unless Atari found something to make it stand out. What it came up with was digitized actors in the roles of all the players and opponents.

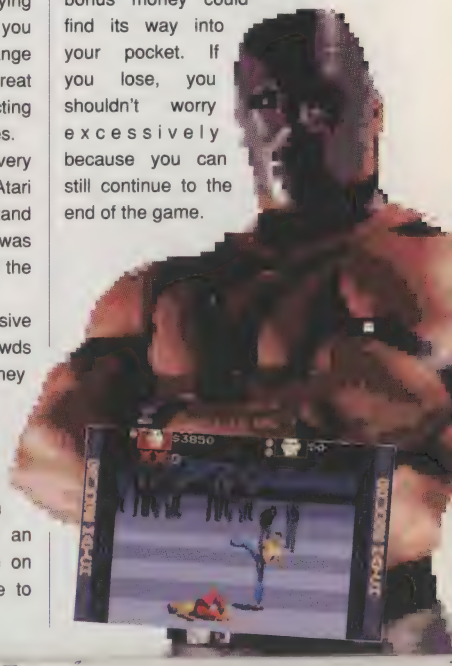
This looked pretty impressive and drew the watching crowds around the machines wherever they were to be found.

GET ME OUT OF HERE!

There is a simultaneous two-player option where you are both thrown into the ring each with an opponent. You are able to turn on each other if you feel the urge to beat up a friend while playing.

At various stages throughout the game you will get a bonus stage in the form of a grudge match in which the winner is the first to deck the opponent three times.

If you win, a hefty amount of bonus money could find its way into your pocket. If you lose, you shouldn't worry excessively because you can still continue to the end of the game.



PIT YOURSELF AGAINST THIS LOT

BUZZ. The budding Hulk Hogan of the trio. A wrestler who sits on his enemies when they are down

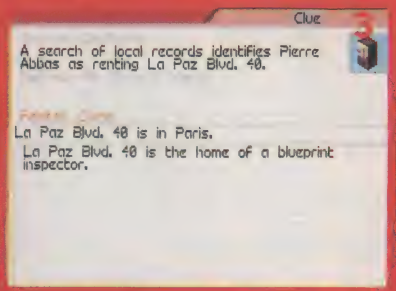
TY. A very agile kick boxer and not the type of person to pick a fight with

KATO. A karate man who can kick and punch his way out of a concrete box

LIVE AND LET DIE

Your big boss man telling you the score. He looks similar to a well-known world leader

Your secretary will go over everything with you, and also add extra information which you may have overlooked



Checking your dossier on a potential target. All this is gleaned from being a sneak and a Nosy Parker

Creeping around an office block, you casually go into the bathroom and catch someone on the toilet. Blow him away, and steal his clothing to disguise yourself

COVERT ACTION

Enter the glamorous world of international espionage. Take the role of Max or Maxine Remington, and sneak into peoples' offices, listen to their phone calls, and indulge in building watching. A Nosy Parker's job...

Microprose's Covert Action is a strange blend of a game. It combines a wide variety of strategies in a bid to discover the main culprits of a conspiracy about to usurp the Western world's democracies.

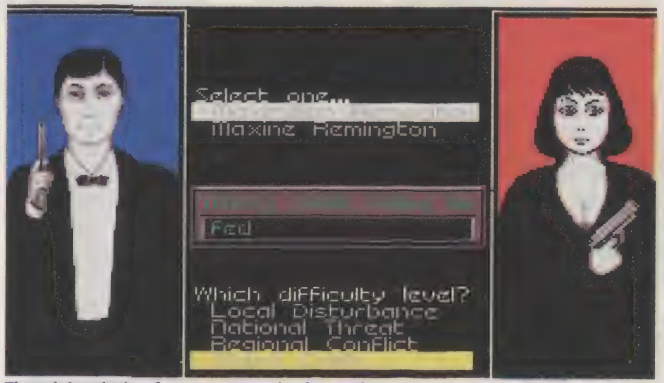
These are real headlines for today, concerned with drug smuggling, international terrorism, and global political intrigue.

You have to keep an eye on all sorts of terrorist groups, from the IRA through to the PLO, and even the Mafia get a look in.

Starting the game, you can choose between either a male or female character. You are given a mission by someone who looks somewhere between Gorbachev and, well, Gorbachev.

The mission, as the title suggests, requires covert action. After accepting your task, you then arrange for skills training.

You have the option of practising these techniques or, if not, you may leap straight into the game proper by selecting certain aspects of your skills which are supposed to be better than the others. Your selected spy will then begin his or her assignment, travelling across distinct geographical areas of the world as the case unfolds.



The tricky choice for your spy, whether to be male or female. Would you have a sex change for queen and country? You can also decide on the difficulty level

You can travel through sixteen large cities and gather more data to confirm your suspicions.

A visit to the CIA will arm you with enough clues to make a start on one of your observations. You must select a dubious organisation's headquarters. You then observe the group from a safe house, tap the phone lines, or break in.

DODGY GRANNIES AND DIRTY CURTAINS

A basic viewing of the house and the recurrence of curtain drawing will reveal how well it is guarded.

Closer inspection shows any number of shady characters emerging, especially a particularly gruesome granny who always seems to be there, no matter what city or organisation.

When you have spotted someone who looks dubious enough, you can indulge in a car chase or even plant a bug. You could find out some juicy details!

If you prefer to live by the skin of your teeth, you can break into the complex to take photographs and pick up information. You choose your equipment; the camera, Uzi 9mm and body armour prove to be most useful. You then nip through, photographing documents and shooting people who recognise you.

For those with a more sedate frame of mind, you can always tap the phone line. You have a number of circuit boards with which to try and listen in on conversations which you can decode later.

Of course, they don't want anyone eavesdropping, so they've also planted alarm lines to stop heavy breathers like yourself.

Yes, all done in the James Bond style, but without the girls. You can select the skill level early on, from a tough global crisis, right through to a local disturbance, the only difference being that you get more clues with the easier level.

Chasing suspects or villains. You select the car for speed, handling, and lack of conspicuousness, trapping the enemy before they manage to get away

FACT FILE

Software House: Microprose
Development Team: MPS Labs

Amiga

In summary, Covert Action is one meaty strategy type game. Based on four basic jobs which could get slightly boring after a short while, it is thankfully improved by its king-sized scope. Spying on selected buildings in a wide choice of cities makes this quite a whopper.

Graphically, it is mediocre which suffices for this type of game and the music is nothing to write home about. However, the game and storyline itself does drag you deeper and deeper into it, rendering it quite addictive.

I can recommend Covert Action for all insomniacs who want to burn the midnight oil. It is big, enjoyable, and engrossing and, let's face it, everyone wants to save the world.

OUT OCTOBER £34.99

PC IBM PC

The PC version is more slickly presented, but this doesn't distract or add to the gameplay in any way. It seems very well suited to the PC, especially on hard disk. It is a quicker and graphically more impressive game than the Amiga, but still contains the basic framework to guarantee addictability.

OUT NOW £40.86

Atari ST

The ST version promises to be almost exactly the same as the Amiga, probably with crisper graphics. Since the gameplay is so addictive, no matter what, the actual appearance isn't of much importance.

OUT OCTOBER £34.99

X-RATING: XXXX

Gameplay: 13/20
Lastability: 16/20
Presentation: 13/20

FACT FILE

Software House: US Gold
Team: New World Computing
Programmer: Mark Caldwell
Graphic Artist: Louis Johnson
Sound: Todd Hendrix

PC IBM PC

Might and Magic III is visually and sonically impressive. Using the VGA to the full it also supplies your ears with a real treat. The speech is particularly good and the mouths look as though they are saying what you are hearing.

Gameplay is a little difficult to begin with but sticking with it will see you through in the end. Anyone who enjoys RPGs in this style will certainly have a great time discovering all the hidden aspects of the adventure.

The amount of possibilities here, are bound to keep the most hardened gamer going for a very long time. However it is a bit difficult for the beginner to the game, moving around outside the cities is almost impossible and I found myself dying far too often.

Despite this what we have here is a cracking game. Not quite as good as most adventures in this style but definitely worth spending your hard earned wages on, although the price may put a few people off.

£40.99 OUT NOW

Amiga

The Amiga version is currently under development and will still feature the same absorbing gameplay as the PC counterpart. Graphically it will be similar to the PC and sonically will be slightly less impressive but the game will still be a worthwhile buy.

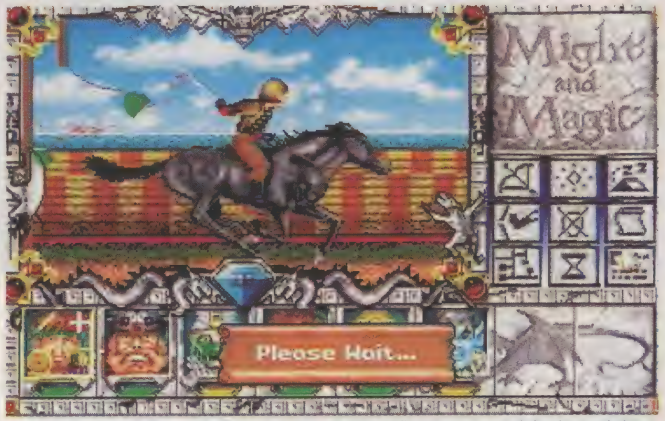
PRICE: TBA OUT NOVEMBER

X-RATING: XXXX

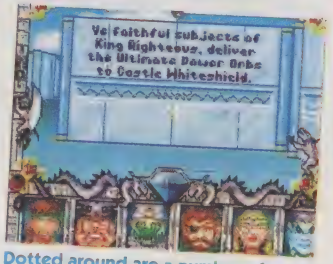
Gameplay: 17/20
Lastability: 16/20
Presentation: 16/20

MIGHT AND MAGIC III

This arsenal isn't in the first division. Here you can purchase any weapons you wish to use against the evil, nasty beasties you'll discover on your travels



To get a bit leaner and meaner in the fighting field you can visit the training camp and build up your biceps.



Dotted around are a number of clues written on walls. Whether they have any significance on the game is up to you to discover but there are quite a lot of them

Take control of a group of six travellers as you journey through the Isles of Terra to find the legendary wizard Corak. This will take you through any adventure you could possibly imagine and more. Each of the group has various characteristics that affect their progress.

Might and Magic III is a clone of the ageing classic Dungeon Master but it involves more gameplay than our Alex's fave. The Isles of Terra are infested with all sorts of strange creatures, most of which aren't concerned with being friendly, so making sure that you're well equipped is essential.

THE ADVENTURING TYPE

You start off in the north-western region of the islands, situated in the town of Fountain Head. Here you can learn various arts and crafts that will help you in the quest, such as map making and fighting skills.

Journeying between the towns is extremely dangerous as the plains are infested with beings intent on doing you harm.

This is where your fighting skills need to go into overdrive. All the beasts take a number of hits and make the type of sounds you'd expect them to.

Unlike Dungeon Master this works on the point and click theory. This means that you place the mouse pointer where you wish to go to and you'll move there.

Travelling around the maps is very simple and once in a building you can interact with anyone who you find in there.

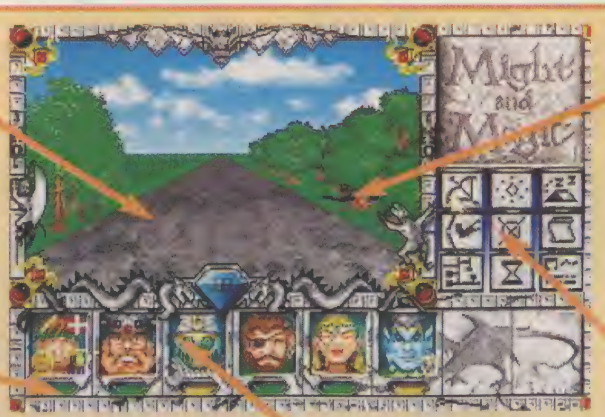
GHOSTS AND GHOULS

Thankfully there's an option to save your game, otherwise you'd have to play constantly for about three days each time.

As well as weapons each of the characters can arm themselves with an assortment of spells, which make killing the beasties decidedly easier.

Of course they aren't just used for offensive purposes, there are also healing spells which, believe me come in very useful as you will have your work cut out to stay alive.

It's time once again to lead a group of intrepid travellers into a world of danger and magic and to tackle yet another awesome quest. A quest that tests your skill and dexterity . This all looks a bit like Dungeon Master to me!



The main game screen, showing all the action as it happens. Just what you need really, isn't it?

These icons show how much energy all of the team have left. When these turn red they are dead and not likely to continue

Cunningly hidden behind the tree is a goblin intent on giving you a taste of what death is like. Basically, kill him and you'll be safe from harm!

All your possible actions are found here in this group of icons. This means that no keyboard access is needed during the game itself

The brave warriors who are embarking on this humongous and very dangerous quest will have to get up to some death defying before the day is out

POOLS OF DARKNESS

Nick

Pools of Darkness is the final episode in the long running series of SSI role-playing classics, The Forgotten Realms. If your idea of fun consists of dashing around strange new worlds with sweaty friends, and battling against bizarre ethereal beings, then this game is a must...

In deep trouble here as you fight a group of both black and red dragons

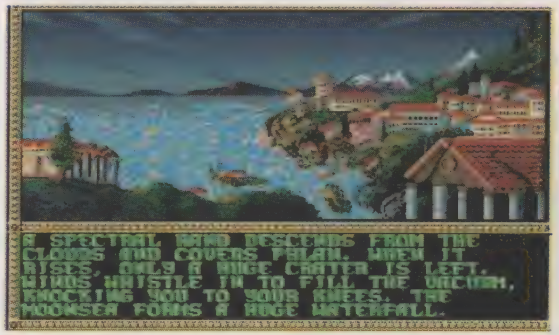
If you have played any of the previous three in the Forgotten Realms saga, then you'll know exactly what to expect, namely, a Dungeons and Dragons extravaganza which you will either love or hate.

The story-line has gone to pot. The Moonsea region is stuck in a quagmire of wealth and peace, and your four adventurers have resigned themselves to the dole. There is no need for your brutal talents unless you can dabble in accountancy.

Fortunately, after a brief visit to the prospering town of Phlan which was once a slum area, you are asked to pop out into the wilderness on an errand.

Having nothing better to do, you accept, and lo and behold, the world is plunged into darkness and split apart at its seams. You are whisked away into limbo, where you are once again employed in a task to deal with the nasty who turned out the light. With a selection of six races, ranging from the freaky elves, to the compact and incredibly ugly gnomes and dwarves, the choice is yours to make. You could have a bearded female dwarf, for example, waving an axe and picking locks.

Oh heavens above! The town you have just this minute left, is destroyed and swallowed up whole



Overhead views of the map of the Moonsea Region speed up the game no end, and also add a more strategic element to the proceedings

Character fighting accurately copies the original advanced Dungeons and Dragons system of combat, and is officially endorsed.

The use of close and ranged combat weapons is also accurately represented on screen, as are the character's attributes and strengths, weapon types, and monsters.

Wandering around the wilderness is a much more simplified affair than the usual role-playing epics. You are presented with a map of the Moonsea area, and you simply click and go.

STRANGERS IN THE NIGHT

If you see, or are seen, by a group of passing monsters or travellers, you can chat to them or even hide if your party is feeling rather queasy.

The story-line has some decent linkages to the previous games, you even meet Vala from the Secret of the Silver Blades, who offers sound advice early on in the game.

You can also chat to a variety of dragons, and choose sides between the bickering Hill and Fire giants.

Movement is simplicity itself, especially using the keyboard, although it does tend to drag on a bit at times when selecting a choice in the on-screen menu.

Gameplay is easy-peasy, and becomes increasingly better as you receive more information and progress through the game.

The only let-down in Pools of Darkness is that you have to check on the responses in the game book. It would be far more convenient to see it on screen.

Battling away with giants – they aren't to hard to kill off, but they can give as good as they get

Kalistes pets often leavea lot to be desired. They are pretty big and ugly, and you can't pull their legs off easily

Vala, the lady from the Silver Blades tale, is a handy ally early on. Big and strong, you should be able to get some useful tips out of her, and she's a tough nut to boot

Thankfully, dealing with this young lady by the name of Sasha will aid your escape from the city of Phlan before it is reduced to rubble

FACT FILE

Software House: SSI/US GOLD
Development Team: Ken Humphries
Progrmmers: Russ Brown, Jim Jennings
Music: George Sanger
Graphic Artists: Maurine Starkey, Fred Butts, Jean Xiong et al

PC IBM PC

Pools of Darkness is almost identical to the previous SSI Dungeons and Dragon games but it does, nevertheless, have that little bit extra.

Graphically and musically, it ain't worth singing its praises, although the general graphic screens are much more interesting than the norm. Above all, it is the story-line which grabs your attention, and holds it there.

There is much more to do in this game than merely hack 'n' slashing through a strange landscape.

You can find out all kinds of juicy info on what is going on, and chat to all manner of strange creatures while aiming to unravel the mysteries.

A great role-playing game which is only slightly let down by its dated looking presentation.

£30.99 OUT NOW

Amiga

The Amiga version is in the pipeline for release in the near future. Promising to have bright and colourful graphics and a decent sound score, it will be well worth a look to conclude the series.

Unfortunately, the game won't be on general release for some time yet.

However, that gives all you Amiga owners plenty of time to try out the others in the series before making the plunge with this one.

Price TBA, OUT SOON

X-RATING: XXX

Gameplay: 15/20
Lastability: 16/20
Presentation: 10/20

FACT FILE

Software House: Electronic Zoo
Programmer: Stephen Curtis
Graphic Artist: Michael Jarry
Sound: Adam Pracy

Amiga

The Magic Garden is nicely presented with the attention to detail on the lawn and flower-beds being particularly accurate. All the sprites are attractively drawn, amusing to look at and fit in nicely with the background.

Sound is OK and jolly too, not many people will find themselves reaching for the volume control. It's all well presented and fits together perfectly.

However, the game certainly won't be everyone's cup of tea because it doesn't contain any highly action-packed scenes. It is just a pure acrade adventure through and through.

There's enough in the game to keep players going for a long time but some of you may get bored after a while.

£25.99 OUT OCTOBER

Atari ST

Graphically identical to the Amiga version, the ST Magic Garden lacks the sound quality of the Commodore machine. Gameplay remains exactly the same and although the scrolling may be a little bit jerkier it isn't that important.

£25.99 OUT NOVEMBER

PC

The PC version will run in VGA mode and therefore look very impressive. The sound effects will support some sound boards and will also be of a high standard. Everything about the gameplay stays the same.

PRICE:TBA OUT NOVEMBER

X-RATING: XXXX

Gameplay: 15/20
Lastability: 15/20
Presentation: 16/20

THE MAGIC GARDEN

A gardener's work is never done! What, with watering the flowers, mowing the lawn, planting bulbs and keeping away all the pests, you'd think he'd have no time to rest. You'd be right, especially if that gardener was Grobble the gnome...

For a bit of instant relief, Grobble can visit the old porcelain bowl. Unfortunately this isn't used for its everyday purpose. What a shame!

A gardening simulator? Surely this is a concept that CodeMasters should have come up with! But no, Electronic Zoo has been the first to seize this horticultural opportunity.

You play Grobble, a gnome whose gardening chores are never over, ever since he was sent to the King Gnome's garden for being a complete pain in the rear end.

Now he must battle to keep the garden well groomed to combat the elements and all the various mean and nasty beasties that lurk under and around the ground.

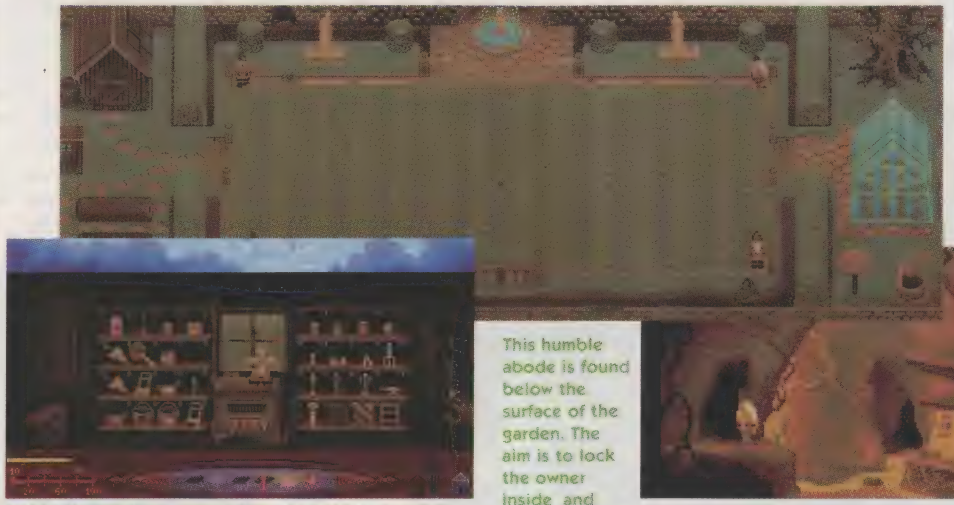
POTHOLES IN MY LAWN

At his disposal are the various items he can discover in the shed and greenhouse, but that isn't all he'll need to succeed. The rest can be discovered inside an oak tree or in the caverns at the bottom of the well.

It's in these caverns that you find all sorts of strange beasties. There's one who lives underneath the vegetable patch and steals all the radishes and carrots which you so painstakingly planted. Needless to say he must be stopped, but how?

The lawn takes up most of the playing area on the surface and is therefore the main concern.

Evil gnomes appear and start ripping up handfuls of turf from the floor. What's more, it is constantly growing and needs to be mowed.



Inside the shed are various items to help you around the garden: a lawn mower, seed packets, buckets and even a battery. What do you use that for I wonder?

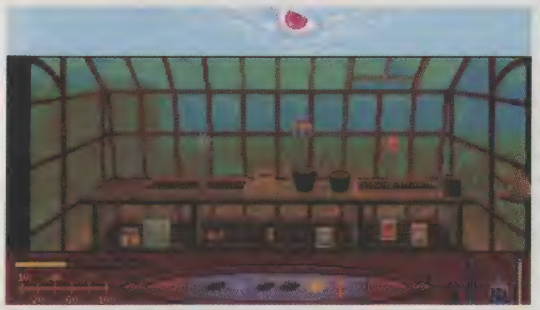
This humble abode is found below the surface of the garden. The aim is to lock the owner inside and stop him from being a pain

Grobble's pockets may not be magic but who needs it when you've so many? You can hold a large number of items at any one time and access them by pressing the fire button

FISH TALE

Perhaps one of the most surreal things in Magic Garden is the fish which manages to escape and roams around the lawn.

To catch this you'll need to use your commonsense with one of the items found lying around, but don't worry, Grobble has one heck of a large number of pockets!



The greenhouse is where you grow indoor plants and take cuttings. Aye, a gardener's life is full of fun and frolics!

There are loads of things found around the garden; the shed, the greenhouse and even the old toilet at the bottom of the garden, and all these need some sort of attention at some time during the game.

The control of Grobble is all via joystick and when you enter the various buildings this changes to a mouse point and click system making collecting items very easy.

If it's ever been your fantasy to be a hard working gardener then this game will be for you so get playing, but finish mending the shed roof before you do so!

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Exile Designs is the team behind one of Gremlin's most ambitious projects to date. The Sheffield-based software company is renowned for its excellence when it comes to fast moving action games, but Exile's Suspicious Cargo is something very, very different. Nick Clarkson visited the team to find out more.

Suspicious

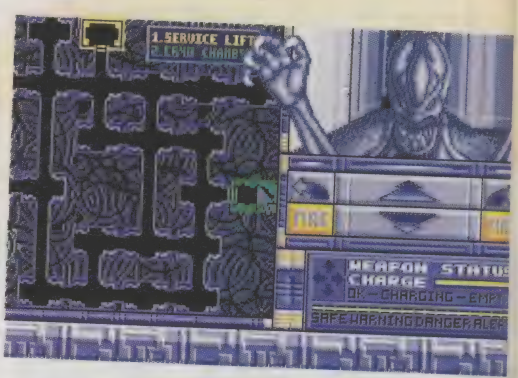
Exile Designs is a team of two dedicated programmers, Gareth Davis and David Lincoln. They've actually been together for about four and a half years now, but Suspicious Cargo will be their first project to actually see the light of day. Work began on Suspicious Cargo about five months ago and the project is being simultaneously worked on by both Exile, responsible for the coding, and Imagitec which is looking after the design and graphics.

Gareth went on to explain the relationship: "We took our system to Imagitec about a year ago. It looked the idea over and saw the potential. We then started on a number of games and this is the first one to appear."

Gremlin's Marketing Manager, Ian Richardson, explained why Gremlin had gone for a game so different to their usual line-up: "We're always looking for different projects to publish and we have a very close relationship with Imagitec. We were very impressed with Exile's adventure system and approached Imagitec with an idea.

Unfortunately the first project Exile started work on was to be a licence but it all fell through. However, we did want to use the system and the idea to base the game around the life of the shady Jonah Hayes seemed to work."

The system Exile has been working on is a highly sophisticated text adventure parser. However, the text adventure has become less popular over recent years. The likes of Lucasfilm Games and Sierra On-Line have set the standard for all-singing, all-dancing graphical games, so how could Exile hope to achieve success with its text-based game?



Gareth explained: "Essentially, Suspicious Cargo is a text game, there's no getting away from that. What we're trying to do is work on the presentation. We've made it very fast and easy to play – you don't have to touch the keyboard because all the input can be performed by clicking on the various icons with the mouse.

We also have five action parts of the game to break up the pace. These 'interactives' are basically logic or arcade games and happen at various stages during the plot."

David continued to explain the 'interactives': "The five action stages are the most radical in terms of moving away from a text adventure. A lot of the interactives are stuff that's been done before but are new to an adventure; we've got a Lander-style game, an Operation Wolf clone and a Dungeon Master-type section."

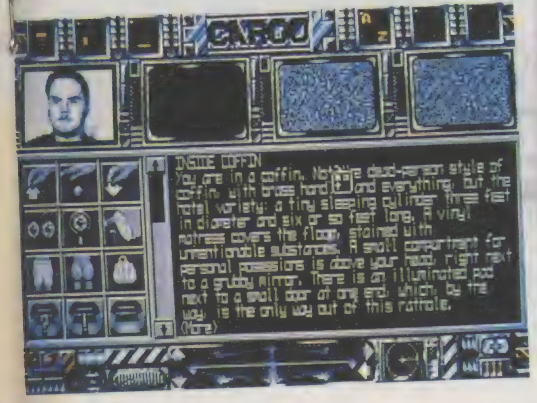
s Cargo

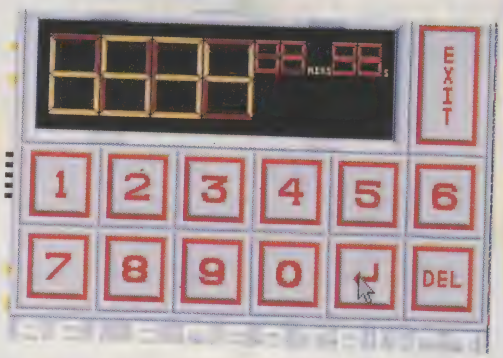
Suspicious Cargo falls somewhere between the graphical presentation of the Sierra-style games and the pure text of the Infocom games.

Gareth explained one of the game's main differences: "We've worked on presentation, so for instance, you'll get a picture of each of the characters in the game. You can move around just by clicking on exits and all the icons facilitate what you do in the game. The system gives you the breadth of an adventure game that's easy to play."

GOOD NEWS FOR GURUS

So this is a text game that requires no typing? "You can type if you prefer. The parser is as good as anything that's come before, that's where the four years of development have gone. It will do literally anything the other parsers will do. When you rate a game on its parser you look a two things, its technical ability and how many responses it has."





Companies such as Infocom built up a loyal following of text adventure gurus. With its subtle blend of arcade action and pure adventure, who is Exile hoping to reach with Suspicious Cargo?

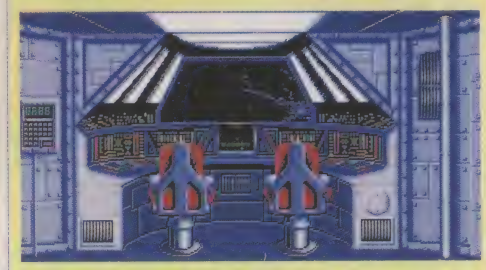
"We're hoping really to appeal to both die-hard adventurers and novices alike, certainly the people who play text adventures. We're aiming for the people who like strategy games but have been turned off by having to type.

We still have the flexibility and humour of text but it's very fast and simple to play, since the interactives aren't essential to the game. Players may wish to bypass them and continue with the plot – the only penalty will be the loss of points."

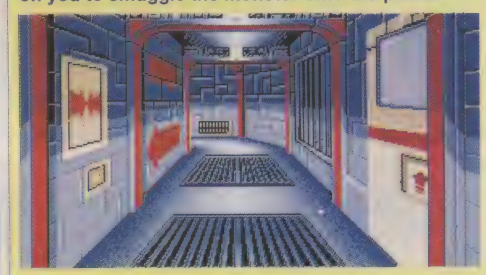
Suspicious Cargo looks like it's shaping up nicely, but when will we be able to play it? "The game's going to be released on both the Amiga and ST. We're currently performing the playtesting, so far it's been six weeks and we're looking at another fortnight. The game should eventually appear around the beginning of November."

FRIGHTFUL FREIGHT

You are Jonah Hayes, the owner of an old converted passenger ship known as the Lucky Lady. Unbeknown to Hayes the finance company with whom he'd bought the Lucky Lady has just been taken over by the Universal Products Corporation. Apparently their Bio-Weapons division need a ship to carry a certain cargo to Earth – no questions asked! Since you are more than several months behind with your payments, UPC figure you owe it a favour.



The basic thread through the game is the cargo that you are forced to carry. The cargo itself is a simple crate within which is a genetically-engineered creature created as a living weapon. Unfortunately the quarantine regulations around Earth forbid the import of deadly creatures and the UPC is relying on you to smuggle the monster onto the planet.



During your travel to earth you'll encounter all manner of trials ranging from the distress call from a ship in deep space to the invasion of space pirates. The external influences are not your only problem, when you discover you have an illegal alien aboard and that the creature has broken free of its casket.

Constantly being monitored by the UPC, Hayes must decide whether to go through with the plan or to inform the authorities of his predicament. All in all, Suspicious Cargo adds up to one huge heap of trouble for Hayes. With only his on-board computer, Babbage, and a maintenance droid to help him, our hero is going to have to use all his know-how if he's ever going to survive this trip.

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TIP X

All you Amiga owning fans of the Simpsons are in for a treat this week! A nice big juicy tip for you, and loads of other good 'uns pouring in so keep it up. Send anything interesting you've got to: Tip-X, *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP

METAL STORM
– NINTENDO

Here's a pleasant short one. Our chum Alison Morgan, who's written in from deepest South East London, tells us to use the password option, and put in the following code – WJ6 JR2K K1B.

This will then allow you to begin the game on level 6 stage 1.

ROADBLASTERS
– ATARI LYNX

On the first level, drive along the edge of the road holding down button B. As soon as you hit a tree you will be presented with a 'ghost in the machine' screen which allows you to select the level you wish to start on. This little tip comes from a reader in Nottingham, the incredibly ugly Chris Mills.

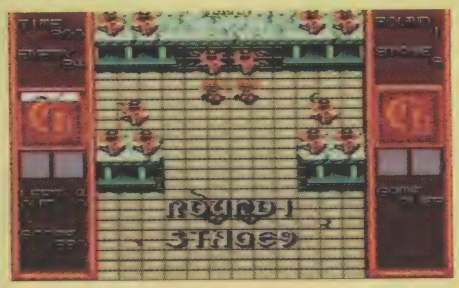
PUNCH OUT
– NINTENDO

The following codes come from Steven Lee of Essex and they will allow you to move to the different circuits in the game. A bit useful these since you don't have to play to the end of the levels to get hold of 'em!

Minor Circuit 005-737-5423
Major Circuit 777-807-3454
World Circuit 135-792-4680

GAIN GROUND
– SEGA

Enter the option screen and move the cursor to the level option. Now, press A, C, B and then C again. Underneath the sound test option a 'round 'select' item will now appear, so you can skip to any round that you want.



RUFF 'N' READY C64
– HI TEC

When the title screen comes up, type in EVIL NEVER DIES and you will be awarded infinite lives. This lovely little cheat comes from a young chap by the name of Peter Britcher, Hants.

SIMPSONS
– OCEAN

Do you fancy infinite lives on Ocean's Simpsons game? You do? Well, try typing in COWABUNGA on the title screen and you should find the game a little easier. If you want to skip through the different levels, try typing in EAT MY SHORTS.

LEMMINGS
– PSYGNOSIS

The final installment in our huge, enormous, long list of Lemmings' codes gives you all the necessary passwords to progress through the FUN level.

LEVEL 1: NO CODE
LEVEL 2: IJJLDNCCN
LEVEL 3: HJLDLCADCY
LEVEL 4: JLDLCINECR
LEVEL 5: LDLCAJNFCK
LEVEL 6: DLCIJNLGCT
LEVEL 7: LCANNLDHCQ
LEVEL 8: CINNLDLICJ
LEVEL 9: CAJJMDLJCL
LEVEL 10: IJJMDLCKCU
LEVEL 11: NJMDLCALCR
LEVEL 12: JMDLCINMCK
LEVEL 13: MDLCAJNNCT
LEVEL 14: DLCIJNMOCN
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LEVEL 22: FLCIJNLGDW
LEVEL 23: LCANNLFHDT
LEVEL 24: CINNLFLIDM
LEVEL 25: CAJJMFLJDO
LEVEL 26: IJJMFLCKDX
LEVEL 27: NJMFLCALDU
LEVEL 28: JMFLCINMDN
LEVEL 29: MFLCAJNNDW
LEVEL 30: FLCIJNMODP

CRUISE FOR A CORPSE GUIDE PART 1

Delphine's adventure games just seem to get better and better. Future Wars was great, Operation Stealth was amazing and now Cruise for a Corpse is mind-blowing. In fact we just had to do a player's guide on it, it was that good!

1 What is there to do in the first room, it seems empty to me?

Have you tried looking on the floor next to the ashtray? No? Well, there's a little note lying there. Pick it up and unfold it; this will let you look at the words on it. When you read it, you'll find an important piece of evidence and will have solved one part of the investigation. Exit the room and head towards the bar

2 I can't find anything out about the meeting in the bar, who should I question?

Try talking to the barman. You'll have to show him the note found at the beginning to get anywhere. He'll tell you what you want to know and give you Father Fabiani's prayer book, read this when you get it. Inside you'll discover a letter being used as a bookmark, take this and study it

3 I've tried talking to Tom in the smoking lounge but he appears of little use.

On the contrary my dear fellow. Have you asked him about himself? If you do he'll tell you that he was Mr Karabound, Jan's solicitor. He doesn't know anything about the meeting in the bar, as you probably know already if you've spoken to him about it

4 I've walked round the entire ship and still can't find what to do next, where should I go?

Try the upper deck, it's quite easy to miss as the staircase looks small on screen. You'll find another passenger to question here; ask Suzanne as much as you possibly can. She'll then tell you that she was a good friend of the deceased's family

5 I want to talk to Daphne but I can't, why is this?

Can't you read? Daphne isn't feeling up to being questioned at the moment so you'll have to question her later. Julio is available for probing, so ask him about what he knows. Ask him about himself and for information concerning Suzanne. That should tell you all you need to proceed. Exit the room and head up the deck to Fabiani's quarters (the next door along towards the bow)

6 I've found the teddy in Fabiani's room, is there anything else to do in here?

The teddy is actually of no use whatsoever so you've succeeded in doing nothing, well done! Pull out his suitcase, which you will find cunningly hidden under the table beside his bed, open it and then look inside. You'll now discover what the letter in his mass book meant! Go and talk to Fabiani about it, he can be found eating his supper in the dining room

7 What do I do next, I've already spoken to Suzanne in the bar?

Try speaking to her again, you amateur. You can never get too much information in an investigation like this! Ask her about Julio and keep requesting more information about the new things you learn. She is a mine of information. Before you leave the bar go into the smoking room and take the newspaper

8 Once again I have been wandering the ship in vain, what should I do next?

Go to Tom's cabin and talk to him. Be polite – knock on the door before entering. Ask him about Fabiani's suitcase and what it contains, finish the conversation by asking him about Suzanne. He'll reveal all and you can then feel free to leave his cabin and continue with the investigation

9 I've spoken to Julio about Suzanne and Fabiani's friendship, but I can't find Suzanne to question her, where is she?

Suzanne is now hiding in the dining room. Go in here and talk to her about her invitation. She'll not be too pleased about you bringing up the subject, but it's your job to do so. When you finish, leave and head towards Raoul's compartment

10 Where is the lock that fits the key I found in Raoul's room?

Go back to the room in which you started (Mr Karabound Jan's office) and use the key on the writing desk on the right. Open up the rolling top and examine the jewel box and its clasp. Take the thank you letter which can be found inside and, on leaving the room, head for the dining room

11 OK, you've told me to go to the dining room but what is there to do here?

Have a look in the drawers, there you'll find some invitation cards. Take these and head up to the starboard side of the ship (the right to you and me) and watch the scene with Tom and Rebecca

12 What is there to collect in the laundry room?

Search the laundry baskets until you come across some evidence in one of them. Examine the necklace found in it and then the photograph. When this is done head towards the mermaid to further your investigation

13 What do I speak to Dick about, as he isn't all that informative?

What's the first thing you want know? You want to discover anything about him. So ask him for information concerning himself. Then question him about the other aspects of the investigation

14 What do I do now, I'm stuck once again?

Go into the smoking room at the back of the bar once more and talk to Tom. Ask him what he knows about Agnes and listen carefully. Go over to the film projector and examine everything on it

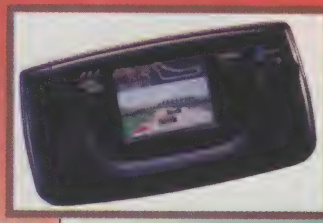
15 How do I get into Fabiani's room, as it seems locked?

It isn't locked, you're just being impolite. Try knocking on the door before entry and you'll get to where you want to go. Once inside ask Fabiani about the thank you letter, found in the desk

16 What do I talk to Julio about now I've found him again?

Julio should be in his cabin, talk to him about anything you have discovered since you last spoke. This is the basic way of scoring points so fire away. Afterwards... hey! that's enough for this week!

IF YOU'RE SERIOUSLY THINKING ABOUT HAVING SOME FUN



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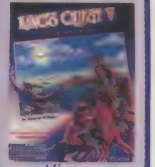

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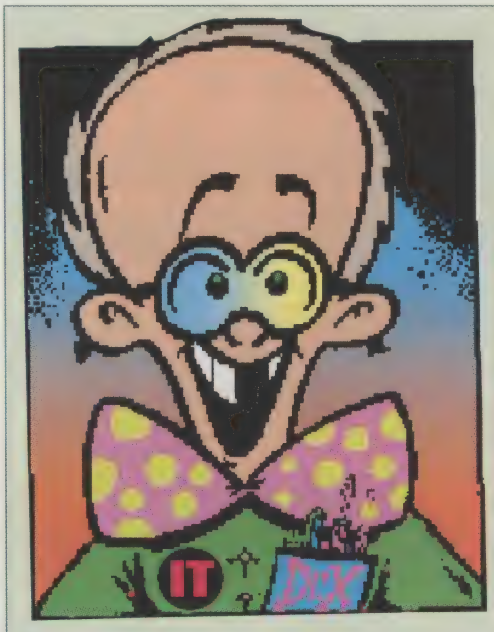
Dr X

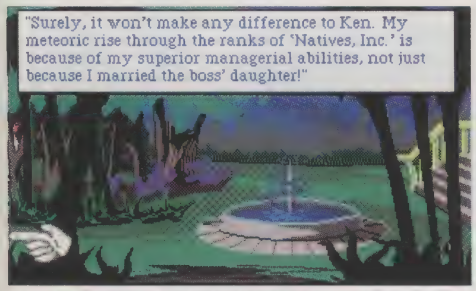


Hoorah, Christmas is nearly here! Three more months and you'll be tearing apart the gift-wrap to get at your brand-new Mega Drive or stocking full of video games. I remember how I used to love Yuletide when I was a lad, but now give me a huge turkey and a Christmas pudding and I'm happy for an hour or so! Anyway, Santa X will soon be receiving your mail requesting huge pressies, but unless you buck up your ideas and send me pleasant letters you won't get anything, ha! Forward your Xmas lists to: Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

TIME FOR A SHARP EXIT

I have a small problem in Leisure Suit Larry II. (Don't put yourself down lad, I'm sure it's not that small – X). I'm on the plane and I've given Ken the pamphlet, but I just can't open the emergency exit door. Please, please help, Doc, mate, buddy...
Jeff Liddiard, Slough.

Dr X: Hello Jeff, how are you? I hope for your sake you bought the blue pâté special from the food kiosk at the airport. If not, quit the game and restore! Just before you jump on the moving walkway that takes you to the airport gates, buy the food from the woman serving behind the counter.



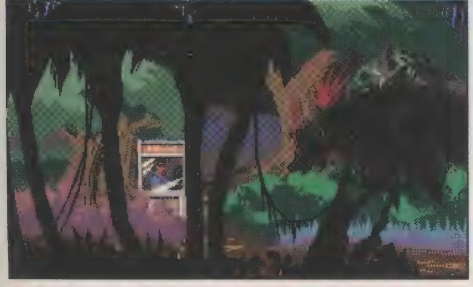
Now that you've dealt with Ken the bore, take out the pin and pop the little prick in the hole. Jiggle it around a little and the grip will loosen, allowing you to jump out

When she eventually gives you the dish, examine it carefully, then search through the pâté and you should find a bobby-pin which can be used to pick the emergency exit lock to escape from the plane. Hang on a minute, buy the insurance before you board the plane, cos you're going to need it!

HEADACHE OF LAZZA

Please could you help me as I'm stuck on Leisure Suit Larry III. (Not another one! – X) Please could you answer these questions.
1. How do I get a ticket for the Casino?
2. When can I join Fat City?
3. How do I get the bottle of wine from the Comedy Club?
4. When does Patti play the piano?
5. Do I need to go back to my office for anything?
6. How do I get a suntan?
I would be most grateful if you could answer these questions and even more thankful if you could do it as quickly as possible cos I've had many a sleepless night. (Oh yeah, what have you been up to? – X)
Matt Durand, Kilburn.
PS. Your mag is brill. (It's not my mag, but thanks anyway – X).

Dr X: In the name of the Lord, how many requests do you want me to reply to? I should be paid by the amount of questions I answer, not by the hour!



In future don't be so greedy and only ask me a couple of questions. Next, you'll be wanting me to fill the page with complete solutions

1. You have in fact already got a ticket for the casino, but you haven't realised it. The ticket is a type of protection detailed in the manual.
2. You don't actually have to join Fat City, you become a member by luck. See Susie at the solicitor's offices and ask about your divorce. See the whole thing through and hidden among the divorce documents will be her membership card.
3. Simple, pick it up, but you can only have it when it's needed.
4. Patti plays the piano when she feels like it.
5. Nope.
6. You lie in the sun, stupid! Grab the beach towel and lie on the sand.

STUCK ON SOLDIER 2000

I have got the game Soldier 2000. (I really do feel sorry for you – X). It's a brill game but I can't get past level 1. I've had it for more than a year now, and every single time I reach the last hostage he's dead! How do I prevent this.
Stuart Perry, Norwich.

Dr X: How can you like such a game? I personally find a sparrow with rigor mortis more exciting. Anyway, if you like it I'll help. You're are doing one of two things wrong.

Either you're bursting through the door and killing the hostage yourself, mind you don't blast everything in the room, or you're are taking too much time. If you wander around each room the hostages will eventually be shot by the terrorists.

KING'S QUEST QUERY

For my birthday I got King's Quest V but after two days I could progress no further. I can manage to befriend the ants and the bees but I can't get past the snake on the way to Mordack's castle.
Alastair Simons, Newbury.

Dr X: What do you think you're playing at? I answered a similar request way back in the early days of *Games-X*. Either you're not a regular reader or you're as blind as my wife, or should that be bat. The answer to your problem is unbelievably simple, just shake something at him and he'll run away. Just don't try to unzip King Graham's trousers! Whip out your tambourine and wave

By the time you want to leave the town, King Graham should have the tambourine in his backpack. To get past the snake just wave the instrument in front of it

it in front of the slippery character. He will slide away leaving you to continue.

BACK AGAIN

I'm writing to ask if Back to the Future 2 is coming out on budget on the Commodore 64? If so, when, and when will Hydra be released on the same machine? Finally, what will be the launch price of the PC Engine GT in Britain?
Sean Narkin (I think! – X), Glasgow.

Dr X: I'm not sure when BTTF 2 will be released on budget, but in my opinion you'd be better off spending your money on 300 penny chews cos you get more enjoyment out of them! As for Hydra, it's been out for ages! There are no plans to officially release the GT Engine in this country so you'll have to stick with the Grey import price of around £260.

My advice to you, laddy, is to keep your cash and spend it on something more worthwhile, like a bottle of Morning Fresh!

CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

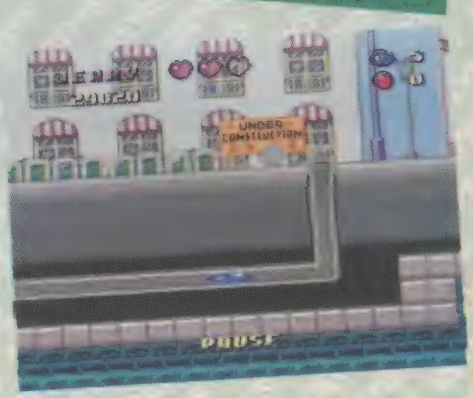
GAME: JERRY BOY
MACHINE: SUPER FAMICOM
PRICE: £41.00
SUPPLIER: CONSOLE CONCEPTS

The latest game to appear on the wonder console is yet another platform game and guess what? It's in the style of Mario.

Jerry Boy is your everyday blob who just happens to be jumping around platforms killing things. Apparently he wasn't always a blob, but some wicked bloke came along and changed him from his normal young human form (or something like that).

As this blob Jerry must now fight his way through loads and loads of platform filled stages, but being the clever blobby type he is, he can climb vertically and even hang upside down. All this is done by pressing button Y on your joypad.

Each level offers you a new and more difficult challenge and a whole new set of graphics. At the end of each stage there is a large end-of-level beastie to kill and these are fairly easy to attack but hard to beat.



Graphically it is fairly similar to Mario and very, very cute; the end-of-level beasties are particularly great to look at.

The blob is quite surprisingly well animated for what it is and the quality of the sound effects really helps to create the atmosphere.

Sadly the game is let down slightly by the control method being too complicated, since the button commands are poorly chosen on the joypad. However dedication will soon win through and you'll find that Jerry Boy is an enjoyable game to play.

No Super Mario Brothers fan should miss this game because it is without a doubt a platform challenge you will certainly enjoy to the full.

X-RATING: XXXX!

Gameplay: 17/20
Lastability: 16/20
Presentation: 17/20

In this week's Console Connexions we examine the impressive list of products that Sega has to offer between now and Christmas, as well as taking a glance at the spectacular Power Glove for the Nintendo 8-bit games system...

SEGA'S SCINTILLATING SELECTION

Sega is continuing its support for the Master System, Mega Drive, and Game Gear, and has a massive selection of titles due for release before Christmas.

The portable Game Gear has 15 new titles which will be launched in the UK in the last quarter of 1991. The line-up for October is **Factory Panic**, **Out Run** (Japanese import version reviewed in issue19 *Games-X*), **Joe Montana Football**, and finally, **Putter Golf**.

November will see the release of **Frogger**, **Leaderboard**, **Ninja Gaiden** and **Woody Pop**. The first release for December will be **Sonic the Hedgehog**, followed shortly by **Donald Duck**, **Fantasy Zone** (see issue 19 for review of import version), **Halley Wars**, **Space Harrier**, **Spiderman**, and the eagerly awaited **Super Kick Off**.

MEGA DRIVE

Finally, titles for the Mega Drive are listed below. For October there is **Shining at the Darkness**, **Speedball 2**, **Starflight**, and **Toejam and Earl**. **Back to the Future II and III** can be expected in November, as well as **Buck Rogers**, **F-22 Interceptor**, **Jewel Master**, **MERCS**, **Ninja Burai**, **Out Run**, **Rings of Power**, **Shadow of the Beast**, **The Immortal** and **Xenon II**.

Around Christmas time expect to see the following appearing on the shelves: **Burning Force**, **Californian Games**, **Donald Duck**, **Fire Shark**, **Golden Axe II**, **Marble Madness**, **Pheuos**, **Robocod**, and **Toki**.

In addition, Sega is releasing **Monster World III** on the Mega Drive and **Tom and Jerry** on the Game Gear, both titles due for release in early 1992.

Other Game Gear imminent releases include **Woody Pop**, **Kinetic Connection** and **Tarot**. The Game Gear TV tuner is available in October and comes complete with an AC adaptor, multi-player cable, car adaptor, rechargeable battery pack and AV cable. The price is yet to be announced.

TOP RACER

***Top Racer** is a great looking racing games ever to* appear on the Super Famicom. Gremlin Graphics is developing it and it is now in the latter stages of programming. The end result is sure to be stunning.

This is a fast, track racing game that can be played by either one of two human competitors, with the two-player game played on a split screen. Numerous computer controlled cars litter the track and *generally add more realism.*

The finished version will include 32 different tracks

and scrolling backdrops. The tracks will be set in the city, the desert, and even at night, where the cars illuminate the road with their headlights.

There will be a selection of cars to race, each with their own distinguishable paint work and performance rating. The vehicles will have a choice of either automatic or manual gears, and there's even talk about a reverse gear being implemented.

Unlike many other racing games of this sort, each leg in Top Racer is set over laps instead of stages. This means the player can gradually learn the ride of each course and therefore improve his racing to beat the computer expert drivers.

Top Racer is not due out for quite a while yet, but be prepared for a goodie when it does finally surface.

MASTER SYSTEM

The Master System release schedule is as follows. The month of October will see **Alien Storm** appearing, along with **Bonanza Brothers**, **Dragon Crystal**, **Heroes of the Lance**, **Laser Ghost**, **Leaderboard**, **Populous**, **Running Battle** and **Xenon II**.

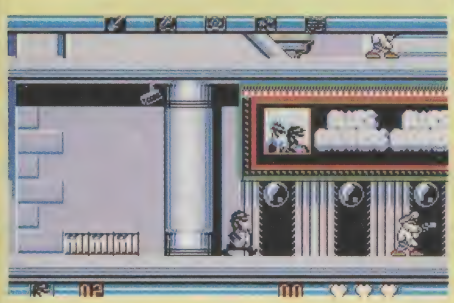
Asterix is out in November, as are **G-Loc**, **Shadow Dancer**, **Shadow of the Beast**, and **Sonic the Hedgehog**. At Xmas, **Die Hard 2** is released, with **MERCS**, **Out Run Europa**, and **Super Kick Off 2**.

BLUES BROTHERS

Along with the release of **The Blues Brothers** on the 16-bit machine, Titus is producing a version for both the NES and the Game Boy. It is a platform action game that features both brothers, Jake and Elwood.

Due to the growing popularity of consoles, the Blues Brothers will come forth to conquer the stage one more time. Set against an upbeat rhythm (the game will include tracks from the highly popular movie), Jake and Elwood must set off across town to retrieve stolen instruments.

However, it won't be that easy. Firstly, you must escape from prison, swim through the catacombs under the city, and clamber to the heights of the construction sites, before making it to the stage to play your hottest concert.



The game will feature multi-directional scrolling with more than 300 screens set over six levels, and will include either a one or two-player option.

Don't expect to see it appearing on the shelves for quite some time, because the NES version is not due until February of next year. The Game Boy cart will appear in March '92, so I'm afraid you're going to have to hold tight for a while.

GAME: NEMESIS 2
MACHINE: GAME BOY
PRICE: £25.00
SUPPLIER: CONSOLE CONCEPTS

Ooh, I love blasting apart those alien scum that try to blow me away in their hi-tech craft. (Steady on! – Ed) Luckily, there are games like Nemesis 2 to keep people like me at bay.

Anyone who's played Nemesis can skip past this paragraph as I'm going to explain what it's about (Have they gone? Good). Right, all you have to do is shoot everything you see that looks unfriendly. When they die the enemies may leave you a bonus item, these are used to get weapons and for the more powerful ones you need more items, geddit?

Welcome back! Nemesis 2 is an all out blast that is almost identical to its predecessor, something which will make a lot of you go out and buy it now.

The weapons are the same, it's just that there are new aliens and more difficult levels to negotiate.

Graphically the game is very nice to look at and the scrolling is very smooth. Each alien is nicely animated and there are even some sort of weaving snakes reminiscent of R-Type.

The tunes weren't really that impressive and I soon forgot they were playing when I got into the shooting action. The sound effects are nice and atmospheric. However, I found the game a little too difficult even on easy mode but most of you will doubtless have completed it in no time.

This is definitely one of the best Game Boy titles I've seen and despite its flaws one that I heartily reccomend.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 13/20

GAME: KLAX
MACHINE: GAME BOY
PRICE: £25.00
SUPPLIER: CONSOLE CONCEPTS

Ever since the success of Tetris on the most popular hand held around, there have been loads and loads of puzzle games released, all trying to equal its popularity.

The latest of these is Klax from Mindscape, and a conversion from the Atari arcade unit no less.

The basic aim of the game is to catch blocks that are brought towards you on a conveyor belt. These blocks then have to be dropped to form rows of three, a klax, on the board below. When this happens they disappear making room for some more blocks.

There are loads of different waves of action where you are tested to the full as you try to get the right number of the correct style of klax; diagonal, horizontal and so on.

In the arcades this proved to be a novel and addictive little game but the home computer version lost a bit of this appeal. Unfortunately the Game Boy version lowers the appeal even more.

The tiles are very confusing due to the screen restrictions of the unit, and as well as this they move a bit too slowly to keep you interested.

This is a poor puzzle game on a machine that has already been drowned by the genre. If I were you I'd stick to Tetris for now and wait for something a bit better to come along.

X-RATING: XX)

Gameplay: 10/20
Lastability: 11/20
Presentation: 10/20

HINTS & TIPS

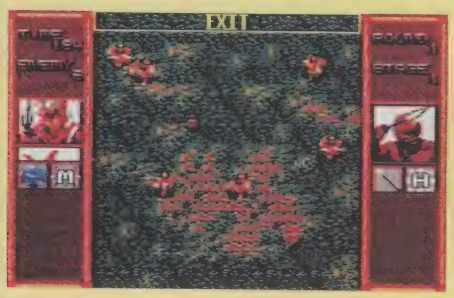
TECHNO COP – MEGA DRIVE

Here's a handy way to restore your life at any time when you're in a building scene. While playing, press START to pause then press C ten times, A five times, B twice, A ten times and START to unpause.

If you've got it right, you'll hear the game say, 'Techno Cop,' after you press C for the tenth time.

GAIN GROUND – MEGA DRIVE

Once you enter the option screen, move the cursor to the level, then press A, C, B, C. This will cause a round select to appear under the sound test.



DYNAMITE DUKE – MEGA DRIVE

If you're desperately seeking a way to enter a highly groovy super-option mode that will allow you to skip levels, increase the number of lives and get 10 continues, then look no further.

You can access the mode during the title screen. Press START for the option mode to appear. Then press C ten times and the START button to enter the option screen. You'll now be able to choose from the new selections.

Thanks to:
Console Concepts, *The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759*

GAME: THE PUNISHER
MACHINE: GAME BOY
PRICE: £25.00
SUPPLIER: CONSOLE CONCEPTS

Based upon the character from the comic book of the same name, The Punisher is a clone of the violentand addictive arcade game Operation Wolf, a style of game I've never seen before on the Game Boy.

Playing the title role you must punish the guilty and protect the innocent. Spiderman even makes an appearance rescuing civilians and telling you where to go next.

You start off in the shopping mall, shooting drug barons and stopping innocent old ladies from being hurt. Armed with an awesome M60 machine gun with a short supply of ammo and a load of hand grenades you'd think that the enemy would have no chance.

They are all hidden in cunning places; lifts open to reveal a barrage of fire, they walk behind shopping trolleys, jump down escalators, their antics are seemingly endless.

Sadly a good idea is let down by the gameplay being far too difficult to master. Progress is hindered by losing lives just too easily.

The sound effects and graphics are top notch with the cartoon characters looking like they are meant to while there are enough machine gun blasts to keep you happy.

If you manage to get through this nearly impossible task there might be a good game here. It is worth checking out since there are a lot worse titles on the market at the moment.

X-RATING: XXX

Gameplay: 12/20
Lastability: 12/20
Presentation: 12/20

GAME: CHEQUERED FLAG
MACHINE: LYNX
PRICE: £29.95
SUPPLIER: ATARI

Chequered Flag is one of the many planned, fourth quarter releases for the Atari Lynx and is a multi-player Formula 1 racing game which features slick graphics, crisp, clear speech, and a variety of tracks on which to race. Each track has a different backdrop and up to nine drone cars to compete against.

The transmission on your vehicle can be either manual or automatic, obviously the latter is most suited to beginners because a massive seven gears can be a lot to handle.

Button A is used to accelerate while B applies the brake. The courses include hairpin bends and chicanes to make driving severe, with some tracks being even more rigorous by having roadside obstacles which damage your car when you ram them.

Chequered Flag can be played by up to six players linked together via the ComLynx cables. But remember that each machine must have its own Chequered Flag cartridge.

It is possible to change the colour of your car, as well as practice or enter the racing championships.

The number of laps each race is set over is definable, as is the sex of the driver!

This is one of the best Lynx carts I've seen, mainly due to the incredibly smooth graphics and, of course, the stunning six-player option. I did find it quite hard to overtake at times, but at least there's no chance of your wheel falling off in the pit lane!

X-RATING: XXXX

Gameplay: 15/20
Lastability: 17/20
Presentation: 16/20

GAME: CASTLEVANIA II
MACHINE: GAME BOY
PRICE: £25.00
SUPPLIER: CONSOLE CONCEPTS

Christopher Belmont was the name of the fearless vampire hunter who defeated Count Dracula in the adventure, Castlevania. However, he only defeated Dracula's living body and so the Count transformed into mist, making good his escape.

15 years later a small town deep in the heart of Transylvania celebrates Christopher Belmont's son coming of age. The morning after it was discovered that Soleiyu Belmont had vanished into thin air.

Of course the disappearance was Dracula's doing, and now with strengthened powers he has turned Soleiyu against his family.

With the young Belmont's powers now under his control the count regains his human form. To the north-east of the village four castles sprout from the ground. Hidden in a lake at the centre of these is another castle – the new lair of Count Dracula.

Castlevania II – Belmont's Revenge is a four-way scrolling platform romp that's immensely addictive and extremely playable. As Christopher Belmont you must search the castles for your enslaved son and once again defeat the evil Dracula.

Along the way you'll encounter many creatures of the night including giant vampire bats and hulking death knights, but none are as deadly as the guardians that protect the end of each level.

The four different castles; Rock, Crystal, Plant and Cloud, have a variety of traps and obstacles that will hinder your progress. Inside each of these lurk the foulest of demons. Acid snakes and headless knights stalk the Crystal castle, the Plant castle hides monsters like the hideous angel mummy and the toads spitting slime.

The dark corridors of the Cloud castle conceal the two evil knights as well as the carnivorous jellyfish, and the ethereal forces which drift through the flickering shadows of the Stone citadel.

To kill the deadly creatures you must use your whip. Some of the monsters take more than one strike from such a weak weapon, but a mace can be found as well as spells that allow you to cast fireballs that blast across the screen.

Pressing button B and holding up on the direction pad will activate one of Belmont's special weapons, either a battle axe or holy water.

The holy water is a small vial that, when lobbed, explodes and burns for a few seconds, while the axe, when thrown, arcs off and wounds anything in its path. Hearts can be collected during the game, each one giving you an extra use of the special weapon.

Each level spans quite a large area, and has different paths leading to dead ends with the guardian being found after you search up, down, left and right.

Overall, Castlevania II is a worthy successor to the original Game Boy classic and offers a challenge which, while not being overly difficult, is still tough enough to keep you addicted.

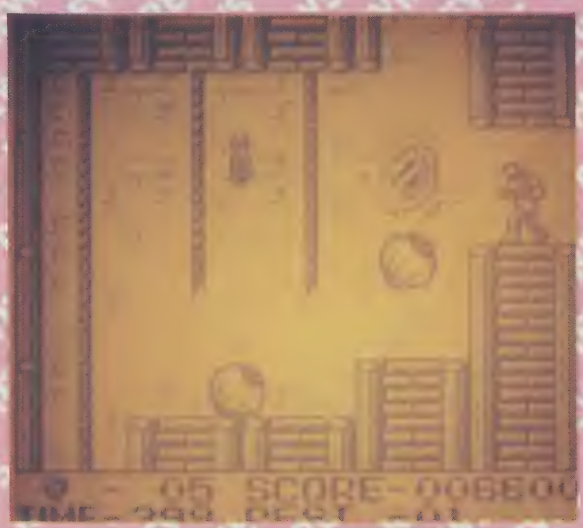
Castlevania II: Belmont's Revenge is graphically excellent for the Game Boy and features detailed back-drops albeit in monochrome and great animated sprites.

Above all, this cartridge represents a most challenging task, and proves to be immensely playable.

An excellent sequel to a superb original which looks set to be yet another classic product from the Konami stable for the Game Boy.

X-RATING: XXXX!

Gameplay: 16/20
Lastability: 15/20
Presentation: 13/20



PACK A PUNCH WITH THE POWER GLOVE

The Mattel Power Glove for the Nintendo Entertainment system has been greatly accepted in the States and Japan and has already gained a following of die-hard users.

The reason that the glove is so sought after is because it's so outrageously different from other controllers on the market – all you do is simply slip the gauntlet on your arm and you're away.

Anyone who watched the film Wizard starring Fred Savage will have seen the Power Glove in action on the hand of some hotshot kid. Back then the controller was only a twinkle in the eye of game players in the UK, but now NES owners in England can experience the thrill of the Power Glove for themselves, thanks to Medlantic Hi-Tec ltd.

To put it simply, the Power Glove is a radical gauntlet that you wear on your right hand and use in place of the standard NES controller. It may look like something out of Star Wars, but believe me, it works!

This offers everything a normal joypad does, but instead of tapping in the direction you want to go, all movement is carried out by moving your arm; left, right, up or down. Like I did you're very probably thinking "How the hell does it do that?". Simple.

With the glove you get a strange L-shape set-up which you must strap to the side of the monitor. The receiver then plugs in the NES, with the glove connecting to another receiver socket.

Once everything's connected, simply switch on and play. The glove is designed to play any NES game but is obviously only suited to a certain type of cartridge. Platform games are usually quite hard to play with the glove because they require exact positioning, but others such as Mike Tyson's Punch Out are ideal.

There are a number of preset programs which, when you select them, can recognise what type of game you're playing and adapt the controls.

For instance, to box, use program 7, then you actually clench your fist and punch towards the screen, whereas in a car racing game, allowing you to turn an invisible steering wheel, you would use program 9.

The Power Glove is an excellent peripheral which is great value for £44.95 (including postage and packing) and it is quite unlike anything available in the UK.

Unfortunately only a right-handed glove exists, so tough luck left-handed players! There were one or two gripes I had with the glove, the main one being muscle fatigue.

Holding the glove out at arms length soon becomes tiring, but this can be rectified by resting your forearm on the back of a chair. Another is that the gauntlet is totally unsuitable for games that require perfect accuracy – stick to your joypad instead.

When you first pick up and try the glove you may not instantly like the feel of it but before you throw it out of the window, give it a proper test 'cos it does take a while to get to used to the sensitive controls.

If you'd like to buy a Power Glove, contact Medlantic at 10 Church Street, Market Bosworth, Warwickshire CV13 OLD, or phone them on 0455 291865. Alternatively enter the compo and you might just win yourself one of these futuristic controllers.

GRAB A PEN AND GET A GLOVE!

Those brilliant people at Medlantic who supplied the glove for review have been extremely generous and are offering a Power Glove to the person who can answer the simple questions below and come up with the most ingenious reply to the tie-break. If you're lucky you may even win a runners-up prize.

A: Which hand do you wear the Power Glove on?_____

B: Which famous Italian Plumber is Nintendo's best known character?_____

C: What is the name of the Nintendo hand held console?_____

Once you've done that, finish the following sentence in no more than 15 words.

I would like to take up the Power Glove Challenge because...:_____

_____

_____

Try to make you answers as bizarre as possible, then send them to: *Games-X* Power Glove Compo, Medlantic, 10 Church Street, Market Bosworth, Warwickshire CV13 OLD. The closing date for your entries is October 21st.

Name.....

Address.....

.....

.....

Postcode.....

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THE FANTASTIC

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Nintendo

Nintendo

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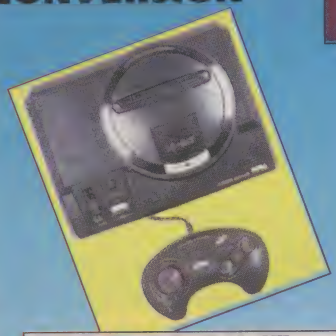

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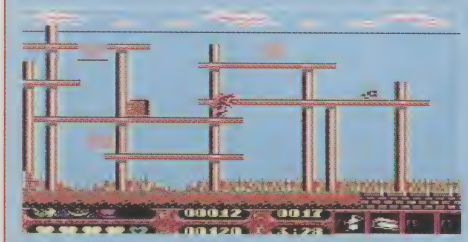
8-BIT EXTRAVAGANZA - C64

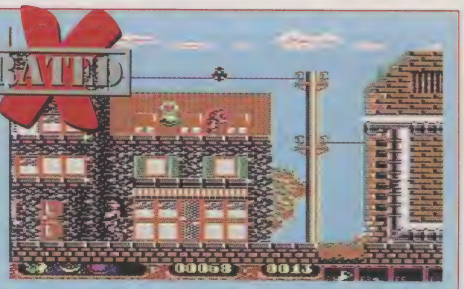
ROLLING RONNIE

VIRGIN C64 c£9.99 d£14.99 OUT NOW

Ronny is your everyday errand boy, hired by Scotland Yard to find and collect lost jewel cases that are scattered around the various areas of the town. Unfortunately, the only help he is given is the general whereabouts of these items.

You control Ronny as you desperately try to complete your task while at the same time earning enough money to enable you to catch a bus to the next level. This is done by running errands for the various citizens of the city.





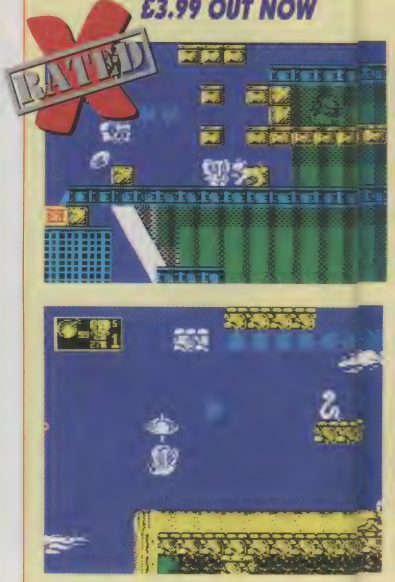
In all, there are nine levels of platform action, taking you through office blocks, scenic parks and town areas. All are filled with hazards, ladders, and every type of platform you could imagine.

Surprisingly, the C64 version of Rolling Ronny is very close to that of the 16-bit. The scrolling is smooth and coupled with some fine cartoon graphics. The tunes are also upbeat and great to listen to, making the game very well presented.

X-RATING: XXXXX

CJ IN THE USA

CODEMASTERS SPECTRUM £3.99 OUT NOW



Yes, it had to happen. The C64 and Spectrum pages have linked to make one awesome column for your mind to digest and enjoy. This week, just for you, we have a wad of great games...

Budding secret agents are in for a rip-roaring time when Domark releases the James Bond Collection for both your machines. It contains three of the best games based upon the ever popular films; License to Kill, The Spy Who Loved Me, and Live and Let Die.

All are of a fairly high standard and well worth a look when bunged together. It should be out as you read this.

Fans of Gremlin's excellent HeroQuest will be pleased to hear of the imminent release of the data cassette/disk, The Return of the Witch Lord. Featuring 10 new missions to challenge your intelligence and cunning, it should be available about now.

1	▲	**MANCHESTER UNITED EUROPE** House: KRISALIS Team: P HARRAP
2	▲	**RODLAND** House: STORM Team: SALES CURVE
3	▲	**DIZZY COLLECTION** House: CODEMASTERS Team: OLIVER TWINS
4	▼	**CREATURES** House: THALAMUS Team: APEX BROTHERS
5	RE-ENTRY	**F16 COMBAT PILOT** House: DIGITAL INTEGRATION Team: DI

SUPER SIM PACK

US GOLD C64 c£16.99 d£19.99 OUT OCT

Ooh! A compilation featuring simulators. Well worth a look, especially since you get four games for a slightly larger price than one! First off is International 3D Tennis, originally from Palace.

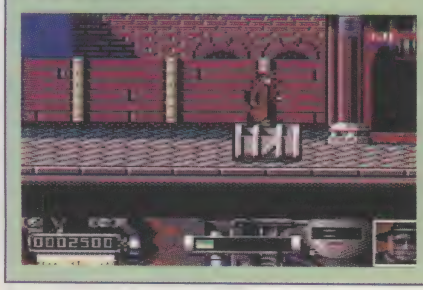
This is a strange tennis game using vector graphics which are smooth and fairly fast. However, when all is said and done, the game is a little bit on the naff side.

Then we have Crazy Cars 2, a driving game in which you burn along the roads of America. Although it moves at a respectable speed, the game has sadly lost something in the conception.

DARKMAN

OCEAN C64 £10.99 OUT NOW

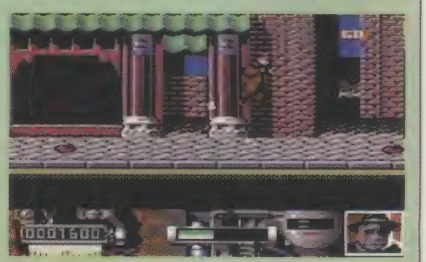
With his face blown away and his body horribly disfigured, Peyton Westlake was quite understandably miffed. Now he has returned as Darkman, out to avenge his attempted murder and outwit the criminal mastermind Strack.



This is a cross between a platform game and a beat'em-up, and is played over six varying levels, between which there is an opportunity to obtain a disguise by photographing a member of the band of criminals currently working for Strack.

Apart from this bonus section there are three other game styles: the beat'em-up where you kick the life out of anyone who gets in your way; the dodge'em where you must avoid bullets being fired from above and run along the roof of a building; and finally there is the swing about level where you must swing left and right below the helicopter to avoid the traffic on the road below.

All this is too similar to any other film conversion and therefore puts the game down. The gameplay is a little monotonous, with only the swinging level adding a bit of variety.



Darkman boasts nothing new or spectacular, and is only worth a look if you own everything else on the C64 at the moment.

X-RATING: XXX)

CJ the elephant has already experienced one rather fun adventure in CJ's Elephant Antics. After such success, it certainly comes as no surprise to see a sequel.

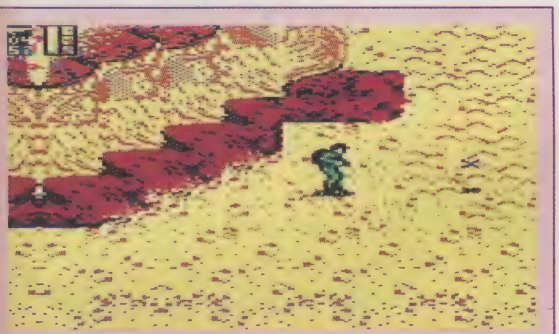
This time we witness CJ roaming around the good old US of A, taking in such delights as the Statue of Liberty and the Grand Canyon.

Unfortunately his vacation isn't all pleasure for there is a vital mission he must accomplish. His fellow elephants have been captured and he is the only man, well beast, able to rescue them.

The game is basically in the same mould as our big eared pal's previous adventure. Each level is filled with tons of platforms, lifts, spikes, aliens and anything else you'd expect to find in a game of this genre.

Graphically, it is very colourful, but the amount of colour clash is phenomenal and the scrolling is very jerky indeed. However, this doesn't matter since the gameplay more than makes up for these minor blemishes. This more than warrants the price tag and you'd be a fool to miss it.

X-RATING: XXXXX



Italy 1990 is, believe it or not, one of the many football games released around the time of the World Cup last year. Despite being a bit difficult, it's worth a prolonged look.

Finally, we have Airborne Ranger, a thinking man's army shoot'em-up. This is a very difficult and challenging game which would be even better if it wasn't for the extremely long multi-load.

As a compilation, this works out rather nicely and despite not being the best pack I've ever seen, it is certainly worth a gander.

X-RATING: XXX

SEYMOUR AT THE MOVIES

CODEMASTERS SPECTRUM £3.99 OUT OCTOBER

X RATED

Seymour is the latest creation to appear from CodeMasters. He looks set to take over where Dizzy left off and fill your homes with arcade adventure games, diverse enough to cater for all ages.

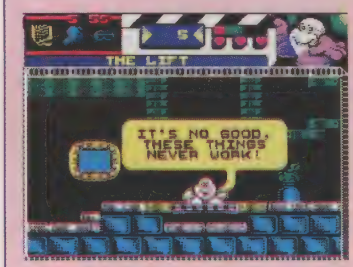
You enter the wide world of movie stardom as you attempt to uncover all manner of puzzles to get you the film role you want. Murder, romance, film stars, and a short conversation with Tarzan all contribute to your adventure into the unknown.

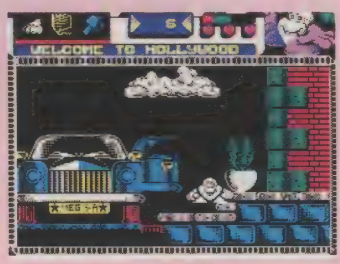
Controlling Seymour, you must roam around the film studio and try to find the script to your movie before eventually getting to the set to start the camera rolling. The sense of humour has been set at a high standard and everyone will enjoy playing it as much as the Dizzy games.

Graphically, I couldn't imagine it being any better than it is. The colour clash is only to be expected, considering how colourful the game is. Sound-wise it tends to be a little monotonous with a grating tune playing throughout.

This is a very challenging little game that is neither too hard for the younger players nor too easy for the old. At £4 you couldn't go far wrong.

This will only be out on the Cartoon Collection to begin with, but it should be available on its own after Christmas.





X-RATING: XXXX)

1	RE ENTRY	**HEROQUEST** House: GREMLIN Team: 221B
2	▼	**DIZZY COLLECTION** House: CODEMASTERS Team: OLIVER TWINS
3	▲	**RAINBOW COLLECTION** House: OCEAN Team: VARIOUS
4	◆	**MULTI-PLAYER SOCCER MANAGER** House: D&H GAMES Team: IN HOUSE
5	RE ENTRY	**CHASE HQ 2: SCI** House: OCEAN Team: ICE SOFTWARE

SLIGHTLY MAGIC

CODEMASTERS SPECTRUM £3.99 OUT NOW

CodeMasters seems to release loads of platform arcade adventure games, partly because of Dizzy, launched a few years back. The latest is Slightly Magic.

It follows the exploits of a young wizard's apprentice who's been left behind in his master's castle to fend for himself. He must venture round his abode and avoid nasty confrontations with the likes of dragons and rock monsters.

The way to keep them happy is to ply them with food and drink or anything else they may enjoy. As well as this, you must discover spells and change your form to that of a fish or bird.

Graphically, the game is very bright, but sadly there is no attempt to avoid a colour clash. Everything moves at a pace that seems to work and the animation is also relatively well done.

Older players will have a job playing for longer than half an hour because of the simplicity of the puzzles, but younger players will find the challenge right up their street.

X-RATING: XXX)

CHEATING BLIGHTER

CHIP'S CHALLENGE

If you're not particularly good at your games, then this is the bit for you. This week it's Chip's Challenge codes, so hold on, here we go...

Level 90 – OLLM
Level 100 – QJXR
Level 110 – XBAO
Level 120 – FLXP
Level 130 – XHIZ
Level 140 – SJUK

Now there are only 144 levels left. Don't you dare say I'm not a great help!

8-BIT EXTRAVAGANZA – SPECTRUM

This week Street Talk takes a trip to the Galleria shopping centre in Hatfield. We called in a shop called Faxminster. So what was everyone getting excited about? Games-X is about to reveal all...

STREET TALK

Alex Martin (15)

Greetings! I've got an Amstrad PC and a Sega Game Gear. My favourite would probably have to be the latter.

The reason I like it is because it's portable and it's got good graphics. Mickey Mouse is the best game I've seen for it because it's very challenging indeed.

I think PC games are a bit too expensive, but they're really good, especially Space Quest IV. I'd like to get Wing Commander II.

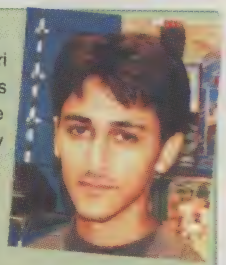
Rudi Stevens (12)

Well, I own a Nintendo Entertainment System and it's not too bad at all. The graphics aren't that great but some of the games are good. I would really like an Amiga because I think they're fantastic.

Final Fight is top of my list. It's one of the best beat'em-ups around and I particularly like the end-of-level guardian.

I've been into rap music for a long time now, and my favourite rappers just have to be NWA, Public Enemy and King Bee.

Absar Sadiq (18)



At the moment I've got an Atari ST which is good for business and great for games. I will be upgrading to an Amiga 1500 very soon or I'm a monkey's uncle.

I use the ST for word processing, databases and art packages and I also enjoy drawing comic characters which I borrow from my brother's mags.

Gregg Daltry (12)

Do you think Manchester United will be released on the Master System? I think that I'd prefer an Amiga, they' re much better.

My favourite game is Manchester United Europe and I would like to get Spiderman soon. I've played it on a friend's machine and I found it to be excellent.

Adam Metcalfe (25)

My Sega Game Gear is superexcellent, the graphics are superb for such a small machine. I've had it for about a month now.

I would like to get the Master Gear converter for it because there are a better selection of games for the Master System. I think it's a great idea.

Although I haven't got a favourite game I do enjoy role-playing and have been doing it for about 10 years now. I'm heavily into Judge Dread. I must say that I don't think much of Mickey Mouse.

Bobby Sochi (13)

Final Fight has got brill graphics and I want to get a copy of it but I haven't got any money at the moment. I played it at a friend's house. I've got an Amiga 500 and it's really good.

I'm into basketball and rap music, which is ace to listen to.

Andrew Wittick (11)

Dragon Ninja is my number one game on the C64 which I've had for a long time now. I'm not too keen on European Football though, probably because I have no interest in the sport.

I prefer basketball. I've also been doing tai-kwon-do for a year now. I haven't got a belt yet, but I'll be going for one soon.

Peter Foster (12)

Hi there, I ve got an Amstrad 464 with a colour monitor, as well as a Game Boy which has to be my favourite. It's just a shame it's not in colour. The Amstrad is alright but it could be better.

My favourite game is WWF on the Game Boy because it's funny and it's got lots of good action. I'd like a Nintendo Entertainment System for my birthday. It's got great graphics and the games are better than on the Game Boy.

Darren Wittick (6)

Spy Hunter is my favourite game on my C64. I like wrecking all the cars. I would like to get a Sega Mega Drive because the games are much better.

Matthew Dale (18)

Wotcha, I've got a dead good Amiga at the moment which has some great graphics. Little Puff is really marvellous, despite being a budget game.

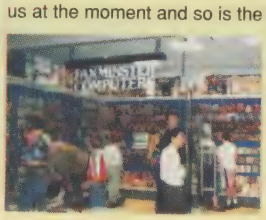
I would really like an Archimedes since there are a lot of combat games for it. The graphics are much better as well.

SHOP TALK

Calvin – Shop Manager

We've just got hold of the new Master Gear and I think it's brilliant. I've converted Pacmania and Spiderman from the Master System to the Game Gear. They both look really good on it.

The Mega Drive is doing very well for us at the moment and so is the Amiga, but the only hand held which seems to be selling well is the Game Boy.



I really enjoy spending my day here because all the guys are good mates. I've been working for Faxminster for a year now and it's always very hectic and packed out.

The ones that sold the most

1 ..... Thunderhawk
2 ..... Jimmy White's Snooker
3 ..... EA Hockey
4 ..... Eye of the Beholder
5 ..... PGA Tour Golf
6 ..... Mickey Mouse
7 ..... F1 Racer
8 ..... Indiana Jones/Crusade
9 ..... Lemmings
10 ..... Wing Commander II

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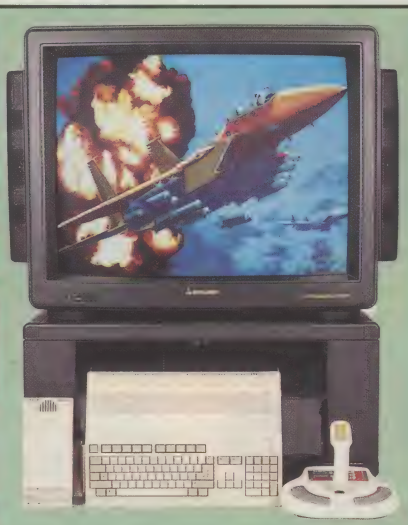

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• Sega Master System, 6 games inc. Shinobi, Double Dragon with Sega joystick, two paddles and light phazer with 2 add. built-in games, boxed. Bargain £95. Tel: (0529) 306685. Lincs.

• I'll swap my Master System II with 3 games and joypad, for C64 computer with tape loader and powerpack. Interested? Then contact James Gale, 27 Kempsthorn Crescent, Pollok, Glasgow. G53 5SU.

• Are you finding Atari ST games too hard? Would you like eight pages of cheats and tips for the latest games? Send a large s.a.e. with cheque or P.O. for £1.50 to: J. Barnard, ST Cheats & Tips, 71 Twist Lane, Leigh, Lancs. WN7 4DW

• Gameboy cart. Swap for Double Dragon or World Cup or £16. Tel: (0732) 350791

Name.....

Address .....

.....

.....**Post code** .....

Post to: *Games-X* Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

FREE!

Sneaky Peek

FORMULA ONE GRAND PRIX

Fancy yourself as a budding Nigel Mansell? Do you find normal racing games unchallenging? Microprose's Grand Prix may be what you have been looking for. It ain't a case of simply putting your foot down and whizzing around. Grand Prix offers a full racing challenge.

An exciting game is in the pipeline from that master of the simulation art, Microprose. Grand Prix is written by Geoff Crammond of Stunt Car Racer fame.

Based on a full season's Formula One racing championship, it has 16 tracks and 25 rival drivers.

As expected of Microprose, it is presented extremely accurately, with all the dips and curves, buildings and even the tree positions of the real courses.

At Monaco, you drive past the casino, through twisty chicanes, alongside the marina and through tunnels – if you have ever seen it on TV you will appreciate the accuracy. All of these courses are all quite varied.

One minute you could be whizzing past skyscrapers in Phoenix and the next, you're up 'n' down on the undulating track of Monza.

Before each race you have to dash through two qualifying laps. Like the real thing, you have a special, fast-tyre compound which only lasts for three laps, and the average of your fastest times decides your position on the grid.

In fact you can choose and adjust the tyre type and the gear ratios for the particular circuit depending on the amount of twists and turns or fast straights that you have to negotiate.

Right now, Grand Prix looks to be the most exciting driving game for a long, long while. It includes all the complexity of modern day racing with all the thrills of an arcade game.

You can also watch your Sennaesque exploits as a replay on TV. These out of the driving seat viewpoints are strategically positioned throughout the race course.

You are always centered in a camera shot, which pans around as you come closer and nip on by. Actually, the replay makes your manoeuvres and crashes look that bit more spectacular.

You can expect a graphical delight although at first view it does look remarkably like Revs, an oldie from Geoff Crammond. Indeed, with the exception of the silky smooth graphics F1 GP plays very much like its forebear.

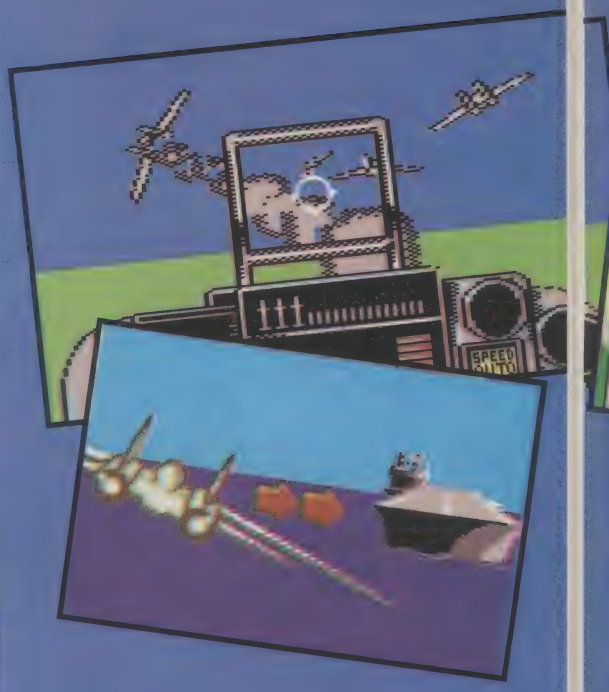
Also, like a flight simulator, you can adjust the amount of external graphics to alter the speed to suit your preferences.

At the moment, Microprose is putting the finishing touches to what looks like a most memorable game. Expect to see it in the shops around November for both the Amiga and Atari ST, priced at £34.99. An IBM PC version will be released early in the new year.

Tearing round the corner, you'd better watch your speed or you'll hit the green car right where it hurts

In pole position on the starting grid, the tension mounts. You rev your engine in preparation as the crowd cheers you on

Arcade conversions are commonplace these days, but what makes a good one? When Activision announced it was to bring the arcade sensation Afterburner to the home computer, the world waited with bated breath. Combining the coin-op's state-of-the-art graphics and sound, with the technical knowledge of Jez San and the Argonauts it practically guaranteed success. Unfortunately, Activision left one crucial element out of the equation – playability.



The battle for air supremacy is tough in G-Loc, the enemy aircraft swarm from all angles and only top gun pilots will survive

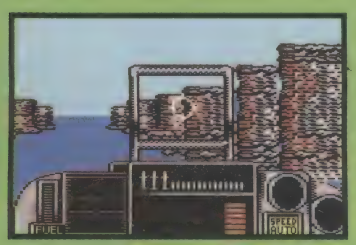
Sneak

G-L

With hindsight it's easy to see why Afterburner failed. After all, isn't it too much to ask the humble home computer to emulate a custom designed arcade machine? Why then has US Gold made the decision to convert Afterburner's successor, G-LOC, onto the home computer?

In the arcades G-LOC comes in three different flavours; there's the common stand-up version, the luxury sit-down model and the bring up your lunch R360 edition. The latter, costing in excess of £70,000, is pretty scarce but well worth seeking out.

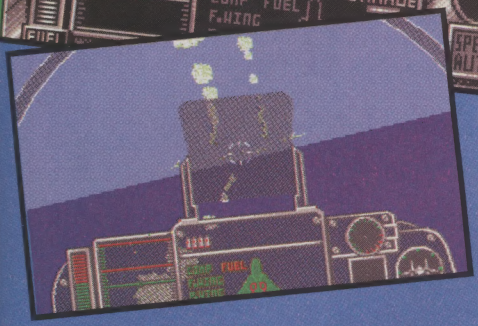
Obviously US Gold can't replicate the stomach churning hydraulics, but has managed to achieve what is the best conversion possible. Including all the features of the coin-op would be near impossible and to make the game more playable US Gold has had to leave out some of the less relevant graphical details. Thankfully it's managed to keep the significant most element the all-important gameplay.

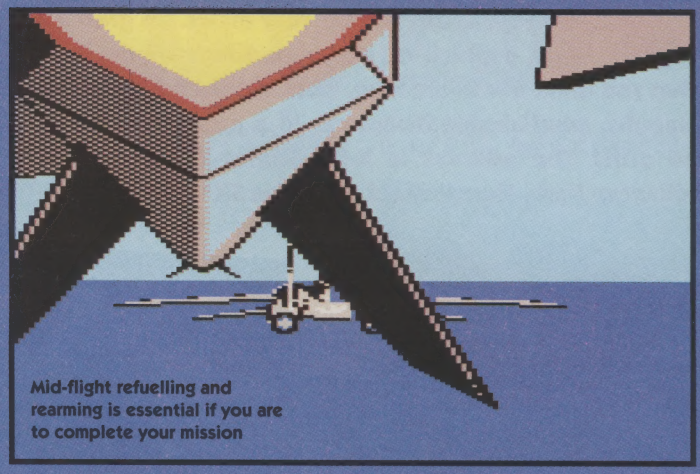


G-LOC actually stands for Gradual Loss of Consciousness. This is the state the human body can find itself in when exposed to extreme G-force. G-LOC can come in two different varieties; redout is caused by too much blood rushing to the brain and blackout occurs when the brain is starved of blood.

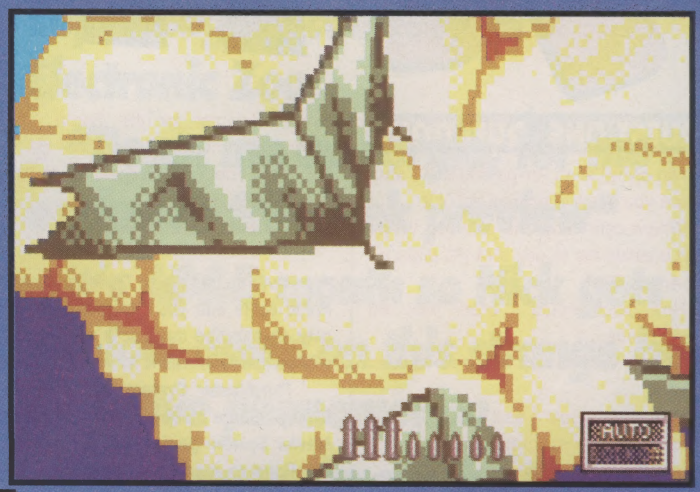
Exposure to these negative and positive G's can greatly affect a pilot's judgement. G-LOC sees you attempting to complete 38 action-packed levels.

As the test pilot of a new superplane you find yourself in the thick of things as an entire enemy force trys to intercept your craft. G-LOC features nine beginner levels, 13 levels for more experienced pilots and a further 16 stages for top guns.





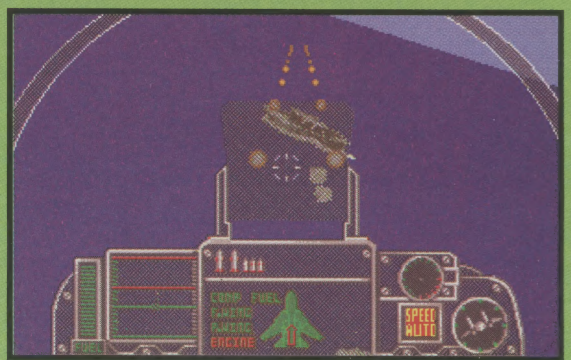
Mid-flight refuelling and rearming is essential if you are to complete your mission



y Peek

LOC

(Below) Your state-of-the-art head-up display will warn you of inbound missiles and enemy jets



Armed with twin, rapid-fire, machine guns and an on board missile guidance system you'll have the technological edge, but can you cope with the mass of enemy craft?

Your superior 'head-up' display will keep you informed of incoming enemy FX85 tailgaters and a special booster operates your supercharged afterburners for a quick escape. The more skilled pilots among you should be able to perform a full 360 turn and give the FX85's a taste of their own medicine.

G-LOC is being programmed by the highly talented Images programming team. Available on all major formats, it will be released by US Gold in November.

It's your chance to air your views. So grab a pen, find a piece of paper and let's begin. Tell me what you think about the mag, what should be added to the contents, what should disappear in a puff of smoke... Get the drift? The address is X-IT, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

X-IT

QUESTIONS, QUESTIONS

I'm an owner of an Amiga 500 and I want to ask you a few questions about it.

1. Where can I buy one of those things that enables me to use IBM-PC disks on an Amiga 500?
2. How much would it cost? (Not too much I hope.)
3. Where can I buy Ocean's James Pond?
4. How much would it cost?

I would be ever so grateful if you could answer these questions.

Thomas Kavanagh, Balleygarrett, Ireland.

The ATonce emulator will allow you to use PC disks on your Amiga. You can get one for £199.00 from Silica Shop on 081 309 1111.

You'll be able to grab a copy of James Pond for £25.99. Believe it or not the place to buy the game is from a shop which sells computer games. Interesting concept, eh?

GET SERIOUS

Here's a joke: What's the difference between a Game Boy and a set of traffic lights? You get more action from a set of traffic lights, and the colours are better!

Seriously though, how about some more info on this fantastic Master System adaptor for the Game Gear: When? How much? Where from?

PS How about a competition for the daftest looking dad?

Dennis Mitchell, Aberdeen.

Ahh, but you can't play Tetris on a set of traffic lights can you? In fact you can't play anything on them so it was a pretty silly comparison wasn't it?

The Master System adaptor, which allows Game Gear owners to play Master System games, has just crossed the Pond to reach our fair shores. It is available in a selection of shops for between £25.00 and £35.00

Never mind daftest looking dad, some of our readers (see Loon of the Week) would win prizes in any 'Let's look stupid' competition.

REAL GRATITUDE

First off I'd like to say thanks for the free Toki/Elf poster (even though I own a Master System and a Game Boy). It came in very useful in the construction of advanced aerodynamic vehicles, ie paper aeroplanes.

Please could you answer these questions:

1. What d'you (and your motley crew at *Games-X*) think is the best game on the C64?
2. Is Chase HQ any good on the C64?
3. How much is Street Fighter?

Keep up the awesome work dudes. GX is by far the best computer mag ever.

Paul Chapman, Welwyn Garden City, Herts.

1. At the moment it has got to be Rodland.
2. Bri seems to rate it.
3. £2.99

MACHINE OF CONFUSION

At the moment I have a C64GS, but I am saving up for an Atari ST. I am a little confused as to what is the difference between the ST, the STfm and the STE and do they play the same games? Oh, and one more thing, is the Amiga better than the ST?

Jonathan Ormerod, Tarleton, Preston.

The ST is no longer available. It is a machine without an internal disk drive. The STE is an STfm which has been enhanced. Here is a brief run-down of the main features:

1. The STfm has a palette of 512 colours and the STE has 4,096.
2. The STfm has a mono sound chip whereas the STE has stereo sound.
3. The STfm has 192K ROM and the STE has 256K ROM.
4. The STE features DOS compatible formatting.
5. The STE can cope with six digital joysticks and four analogue compared to two and none respectively on the fm.
6. The STE has light gun and light pen support.
7. The STE has enhanced GEM features and enhanced disk operations.
8. The STE has an external Genlock port.

All software produced before 1989 is compatible as is the vast majority of that from post-'89.

OH GREAT ONE

As I hold faith in your undoubted knowledge of this universe I would like to ask you some tiny little questions, so here they are...

1. Will Sonic the Hedgehog be coming out on the Master System?
2. Will Gods or Magic Pockets be coming out on the PC?
3. Who is Mrs X?
4. Can you order some back issues of GX as (I hide my head in shame) I missed issues 8 and 10?
5. What is the most playable game on the Game Boy and pleeeease do not say Tetris? The second best will do.
6. Who writes Tip-X?
7. What happened to Boy Bunder?
8. Can I have a T-shirt?

Andrew Hawthorn, Cambridge.

1. As far as we know there are no plans as yet. Even if a conversion does take place the game won't be the same. Maybe it's time to swap your Master System for a Mega Drive.
2. Well, some of the Bitmap's titles have eventually appeared on PC format. So

HOW MUCH?!

SCORE OF THE WEEK As you requested that we send in our hi-scores, I have decided to send in my super score of 585,894 for Tetris on the Game Boy. As you can see the photo shows my brilliance.

A Ali, Weybridge, Surrey.

That is one hi-score. You must've spent the whole of your summer hols practising. Well you've certainly impressed us here, so much so that there is a T-shirt in the post. Fungus has just informed me that his highest score is 1,155. Some people are so sad it's hardly feasible.

STAR IN THE MAKING?

LOON OF THE WEEK Hi, I'm back by popular demand too, yes, it's me Beni Malone. I've listened to your advice and I've taken the balaclava off. Sadly however, the crowds just collapse. Can't think why?

Last week I saw someone going into a shop with a copy of *Games–X*, asking for my picture in issue 20 to be enlarged. Must be for a full sized poster. So why don't you put a centre spread of me in your brill mag?

Just think how many more thousands of copies you'll sell by doing that. Your sales were no doubt already boosted by my last letter.

Beni Malone, Cloud Cuckoo Land.

Back by popular demand? How did you come to that conclusion? We were hoping that you'd go away. There are some strange people reading this magazine. Had you ever thought that maybe the person who wanted the enlargement needed a new dartboard? Oh, put that balaclava back on.

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Please would you reserve/deliver a copy of *Games-X* every week for:
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Post Code .....
Note to newsagent: *Games-X* is available on a sale or return basis from UMD – tel: 071 700 4600

even though there are no plans as yet who knows what the future will bring.
3. She is ever such a nice lady. Her only down point is that she is married to that obnoxious Dr... (watch what you are saying about my little snuggly-bunnykins – Mrs X).
4. Well, seeing as you hid your head in shame I'll see what I can do for you.
5. Well, that game where you have to make different shaped blocks join together to form completed rows is a goodie. Then of course there's Pipedream.
6. John Davison and anyone who sends tips in.
7. I'm not really sure. One minute he was here mumbling about Go-Global, the next, well no one seems to know. I think the Doc had something to do with it, but he's not letting on.
8. I'll give you one guess. It begins with an 'n' and ends with an 'o'. (Ahem, why does this letter appear on this page when it is obviously addressed to me? – Dr X.)

POET'S CORNER

You clever, wonderful, money saving person thank you for making a brilliantly amazing magazine which doesn't just save money, but is also an enthralling read. After that modest start here is a little rap:

Games-X is really hip,
I get dead mad if it gets ripped.
I leave my mags all over the room
which is good enough to be sold on the moon.
My mum's always complaining that I make a mess,
So then I tell her that this mag's the best.
So come on everyone, buy *Games-X* now,
Or else you'll get shot by my pet cow.

Adam Daunbobbin, Cheadle Hulme, Stockport.

Lost it a little bit there, didn't we? Don't give up your day job now! Anyway you lot, listen to what the man said.

MAY I SUGGEST?

I have had some ideas to improve *Games-X*. Here they are:
1. Make the magazine more colourful. Make the pages red, blue and yellow instead of just white.
2. Give more things away and not just T-shirts.
3. Make X-it longer and cut down on the advertisements.
4. Add a PD section.
5. Make the scoring system more precise.

Thomas Element, New Mills, Cheshire.

1. We had freaky patterns on the pages for a long time so we decided to have a change. Why red, blue and yellow?
2. You mean things like lots more abuse?
3. Well... (how about making Dr X fill half the mag? – Doc).
4. We have done.
5. What does everyone else think about this? Do you think that a scoring system using percentages would be better? Write in and let us know.

FAMILY FEUD

I share an Amiga 500 and I think it's great. I'm considering purchasing a Game Boy and at only £70.00 it is a bargain. My brother hasn't got a clue though, he thinks they're really bad and believes I should be locked up in a mental asylum, chained to the wall and made to listen to Kylie records as a punishment for even thinking about buying one.

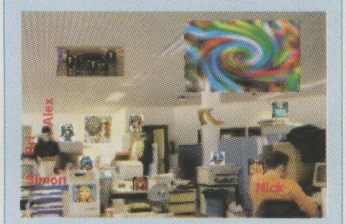
Please, please, please set him straight and give him a severe telling off. PS Your mag is totally awesome.

James Campbell, Coatbridge, Scotland.

No one should be subjected to Kylie records. Arghh, what a thought. There is nothing wrong with the Game Boy. Have you ever tried putting your Amiga in your pocket to play on a long journey? It's also the best machine to play Tetris on!

TEAM TALK

John has decided to be as lazy as a sleeping snail this week and has taken a week off. The place just isn't the same without him and the loud blaring music coming from those head phones!



We had a barbeque on Saturday night, it was an evening full of entertainment, beer and fattening food. Highlight of the occasion was Nick Walkland's brilliant impression of Marlon Brando in The Godfather, something he can only repeat when intoxicated. A riotous evening was had by all...

Our own southern news editor, Jason, has put in an appearance at the office this week, a rare occurrence believe me! He does nothing but sit at his desk talking on the phone and moaning about the design of the receiver, as we all do!

NEXT ISSUE
out Thursday 10th October

★ **Take a look at Moonstones from Mindscape**

★ **Win a great weekend for two in Copenhagen, courtesy of Electronic Zoo**

★ **"Beam me up Fergie, for the exclusive Star Trek preview"**

★ **It's AD&D month so Nick gets the low-down on this strange but addictive phenomenon**

★ **Psst, wanna know the Secret of Monkey Island 2?**

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